OFFICIAL U.S.
PlayStation
MAGAZINE
WWW.1UP.COM

grand
theft
auto
San Andreas
Grove St
TM

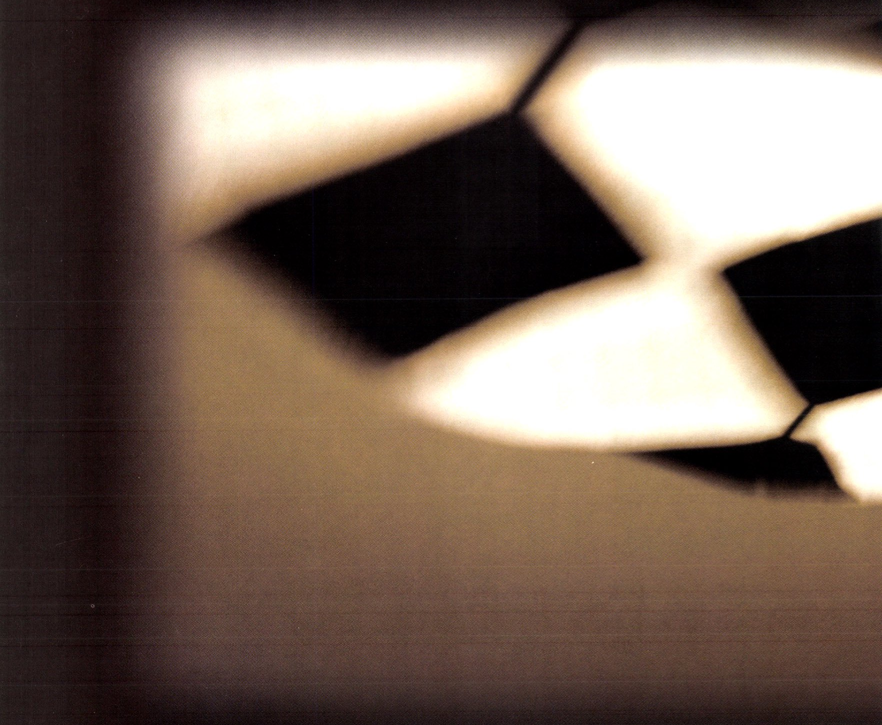
Official U.S. PlayStation Magazine Issue 87 (December 2004)

» EXCLUSIVE FIRST REVIEW OF THE BIGGEST GAME EVER

ZIFF DAVIS MEDIA™
DEC. 2004 ISSUE 87
$8.99 U.S. $11.99 Canada
Display Until Dec. 7
OPM.1UP.COM

Licensed by Sony Computer Entertainment of America. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment, Inc.

THE FINISH LINE. SO ELUSIVE FOR SOMETHING THAT NEVER MOVES.



Glory is not granted lightly. Test your skills on up to 100 of the world's most elite tracks. Break in over 500 powerhouse cars spanning a century of automotive history. Face unforgiving spectators that react to your every move. Pass or be passed.

FUJI SPEEDWAY
FUJI SPEEDWAY
NLOP

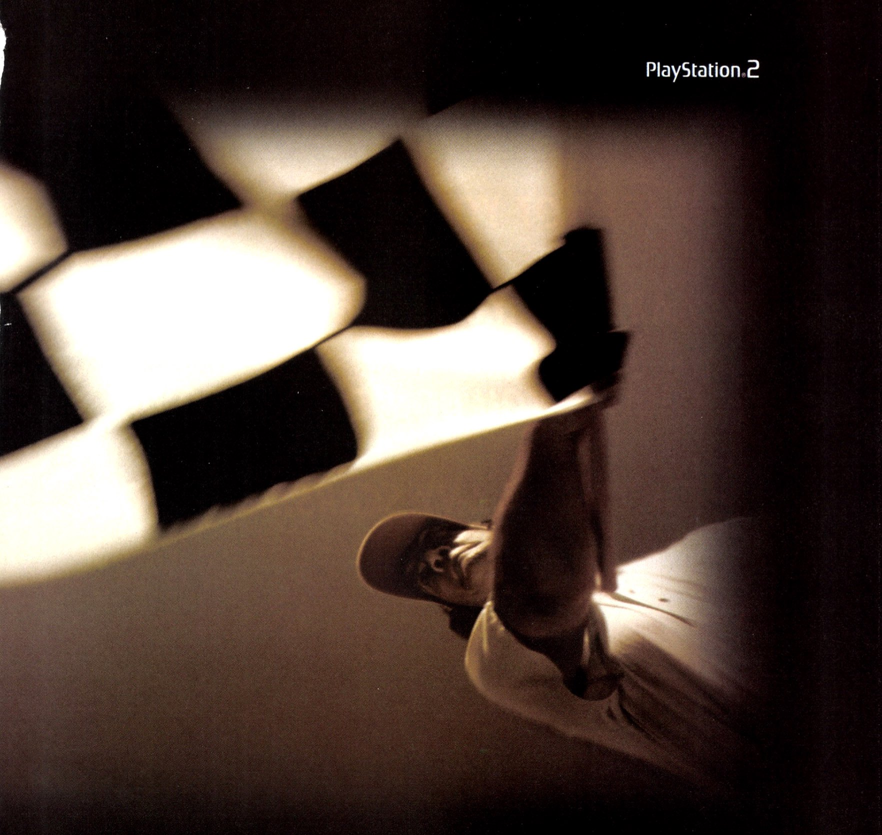
LIVE IN YOUR WORLD.
PLAY IN OURS.

RATING PENDING
RP
CONTENT RATED BY
ESRB

Visit www.esrb.org for updated rating information.

POLYPHONY
DIGITAL

©2004 Sony Computer Entertainment Inc. All manufacturers, cars, names, brands and associated imagery featured in this game are tradema
sponsorship or endorsement of this game by such party or parties. "PlayStation," the "PS" Family logo and are registered trademarks, and Gr



PlayStation.2

GRAN TURISMO® 4

THE REAL DRIVING SIMULATOR

THE DRIVE OF YOUR LIFE.®

and/or copyrighted materials of their respective owners. All rights reserved. Any depiction or recreation of real world locations, entities, businesses or organizations is not intended to be or imply any
Turismo is a registered trademark of Sony Computer Entertainment Inc. "Live In Your World. Play In Ours." and "The Drive of Your Life" are registered trademarks of Sony Computer Entertainment America Inc.

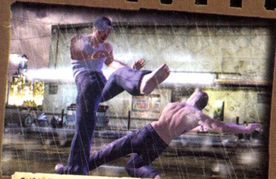
YOU ARE NOT YOUR MAGIC FIREBALL.

YOU ARE NOT YOUR FANCY COSTUME.

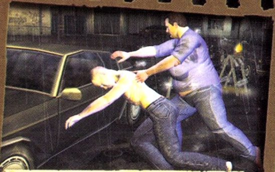
YOU DON'T WANT TO DIE

WITHOUT ANY SCARS...DO YOU?

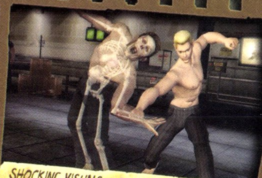
WWW.FIGHTCLUBGAME.COM



CHALLENGE OTHERS IN ONLINE FIGHT CLUBS



USE ENVIRONMENTS TO THRASH OPPONENTS



SHOCKING VISUALS OF BONES BREAKING

MATURE 17+

M

CONTENT RATED BY ESRB

Blood
Intense Violence
Language

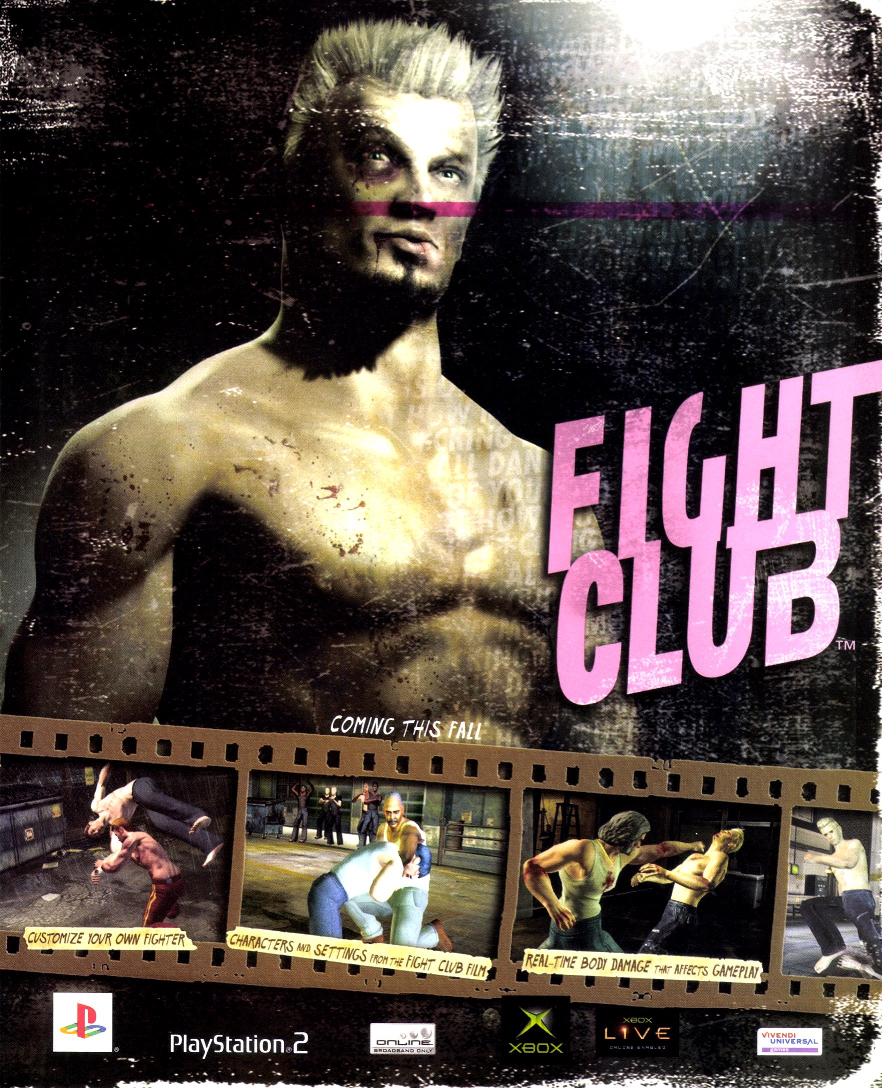
Sofdec™

Genuine Games

POWERED BY gamespy

REGENCY

© 2004 Regency Entertainment (USA), Inc. in the U.S. only. © 2004 Monarchy Enterprises S.a.r.l. in all other territories. All rights reserved. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc., in the U.S. and/or other countries. All rights reserved. GameSpy and the "Powered by Gamespy" design are trademarks of GameSpy Industries, Inc. All rights reserved. Sofdec and the Sofdec logo are © CRI Middleware Co., LTD., 2004. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, Xbox *Live*, the *Live* logo, and the Xbox logos are registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. Online icon is a trademark of Sony Computer Entertainment America Inc. Online play requires Internet connection, Network Adaptor (for PlayStation 2) and Memory Card (69KB) (for PlayStation 2) (each sold separately). The ratings icon is a registered trademark of the Entertainment Software Association. All other copyrights and trademarks are property of their respective owners.

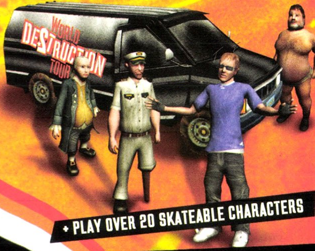

FIGHT CLUB™
COMING THIS FALL
CUSTOMIZE YOUR OWN FIGHTER
CHARACTERS AND SETTINGS FROM THE FIGHT CLUB FILM
REAL-TIME BODY DAMAGE THAT AFFECTS GAMEPLAY
PlayStation 2
ONLINE BROADBAND ONLY
XBOX
XBOX LIVE ONLINE ENABLED
VIVENDI UNIVERSAL games

WHAT ARE YOU
GET IN

+ SKATE IT,
THRASH IT

CREATE-A-GRAPHIC
TOOLS
CANVAS

+ LEAVE YOUR
MARK



+ PLAY OVER 20 SKATEABLE CHARACTERS

PlayStation 2 | online BROADBAND AND DIAL-UP | XBOX | PC CD-ROM SOFTWARE | NINTENDO GAMECUBE | GAME BOY ADVANCE | WIRELESS GAME | POWERED BY gamespy | NEVERSOFT

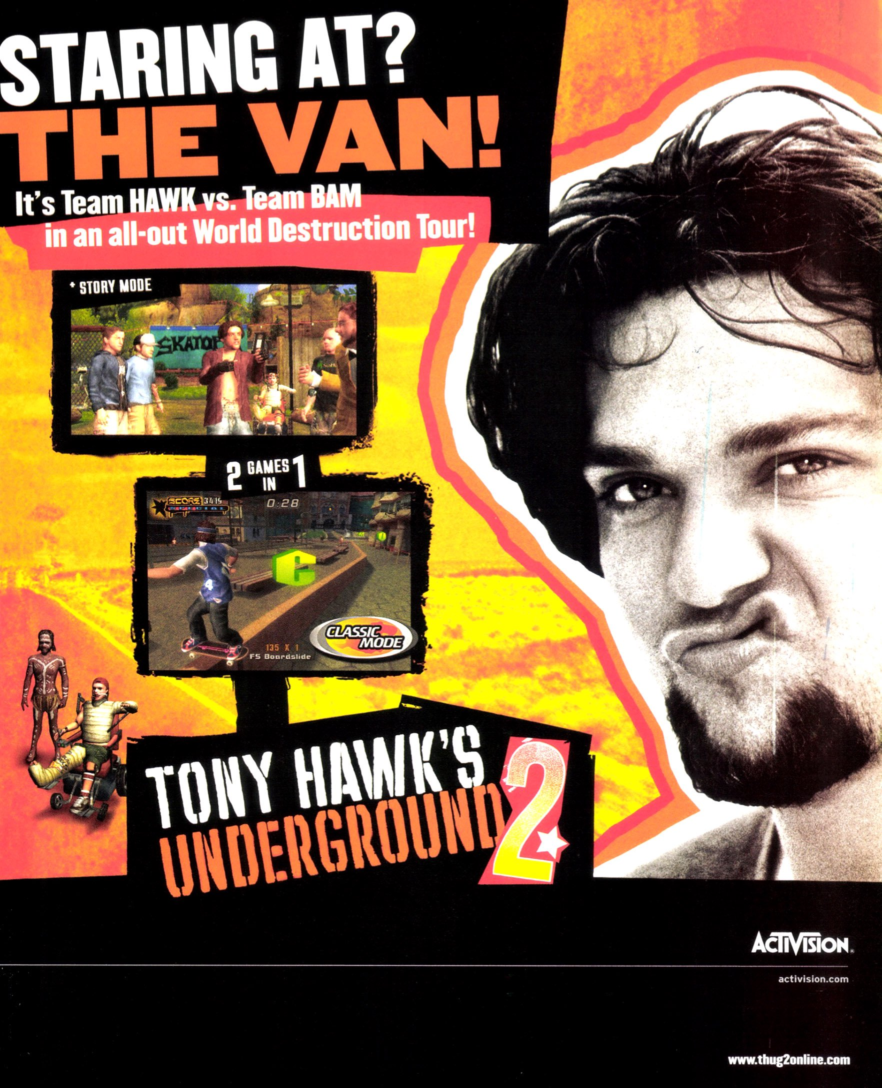
TEEN

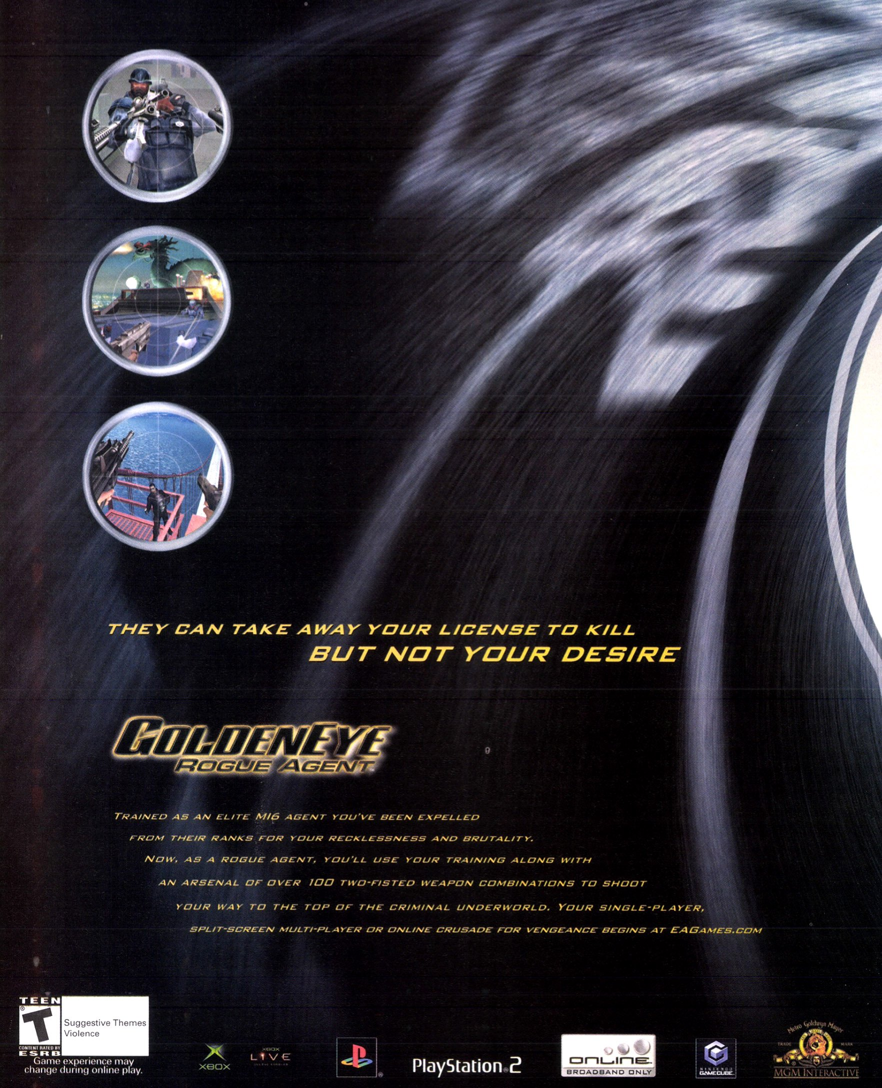
T

Blood
Crude Humor
Language
Suggestive Themes
Use of Alcohol
Violence

ESRB CONTENT RATING www.esrb.org

©2004 Activision, Inc. Activision is a registered trademark and THUG is a trademark of Activision, Inc. All rights reserved. Tony Hawk is a registered trademark of Tony Hawk. PlayStation 2, GameCube and Xbox versions developed by Neversoft Entertainment, Inc. Game Boy Advance version developed by Vicarious Visions. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Online play requires internet connection, Network Adaptor (for PlayStation 2) and Memory Card (8MB) (for PlayStation 2) (each sold separately). The Online icon is a trademark of Sony Computer Entertainment America Inc. TM, ®, Game Boy Advance and the Nintendo GameCube are trademarks of Nintendo. ©2001 Nintendo. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. PC CD-ROM logo TM & ©2003 IEMA. GameSpy and the "Powered by GameSpy" design are trademarks of GameSpy Industries, Inc. All rights reserved. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the property of their respective owners. Screenshots taken from PlayStation ® 2 platform.


STARING AT?
THE VAN!
It's Team HAWK vs. Team BAM
in an all-out World Destruction Tour!
+ STORY MODE
2 GAMES IN 1
SCORE 3419
0:28
135 X 1
FS Boardslide
CLASSIC MODE
TONY HAWK'S
UNDERGROUND 2
ACTIVISION
activision.com
www.thug2online.com


THEY CAN TAKE AWAY YOUR LICENSE TO KILL
BUT NOT YOUR DESIRE

GOLDENEYE
ROGUE AGENT™

TRAINED AS AN ELITE MI6 AGENT YOU'VE BEEN EXPELLED FROM THEIR RANKS FOR YOUR RECKLESSNESS AND BRUTALITY. NOW, AS A ROGUE AGENT, YOU'LL USE YOUR TRAINING ALONG WITH AN ARSENAL OF OVER 100 TWO-FISTED WEAPON COMBINATIONS TO SHOOT YOUR WAY TO THE TOP OF THE CRIMINAL UNDERWORLD. YOUR SINGLE-PLAYER, SPLIT-SCREEN MULTI-PLAYER OR ONLINE CRUSADE FOR VENGEANCE BEGINS AT EAGAMES.COM

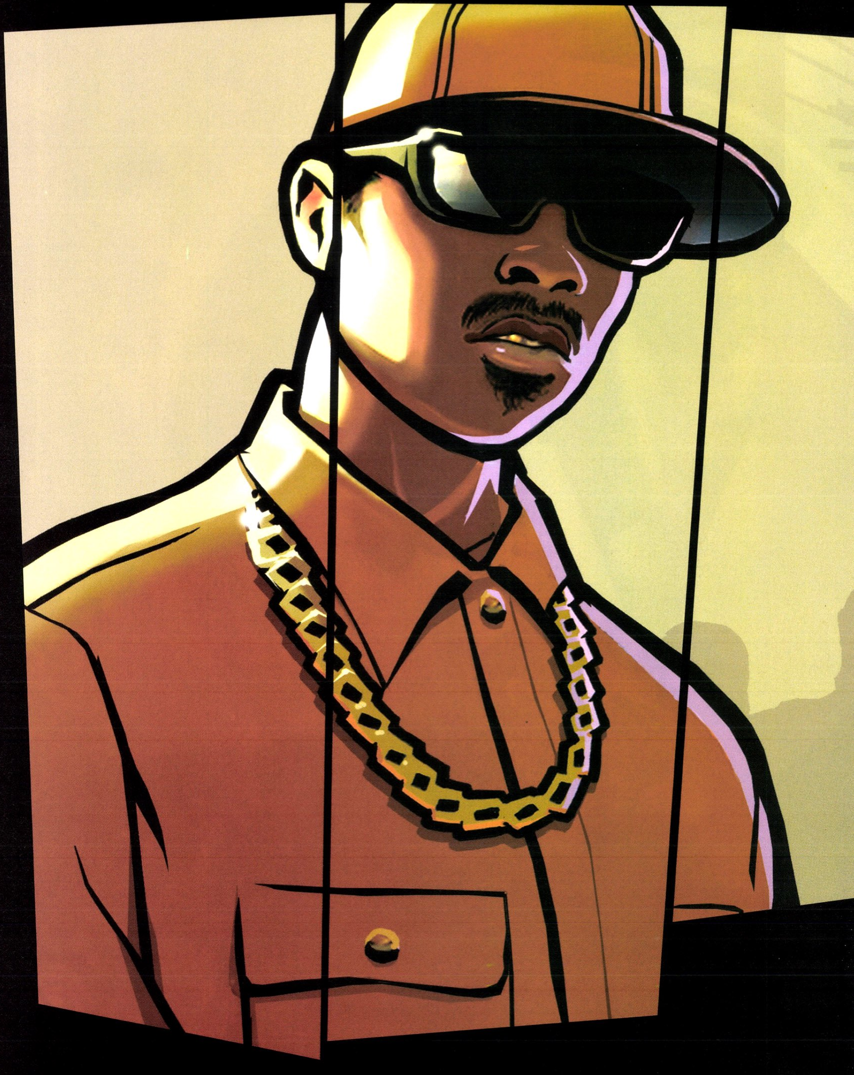
TEEN
T
CONTENT RATED BY
ESRB
Suggestive Themes
Violence
Game experience may change during online play.

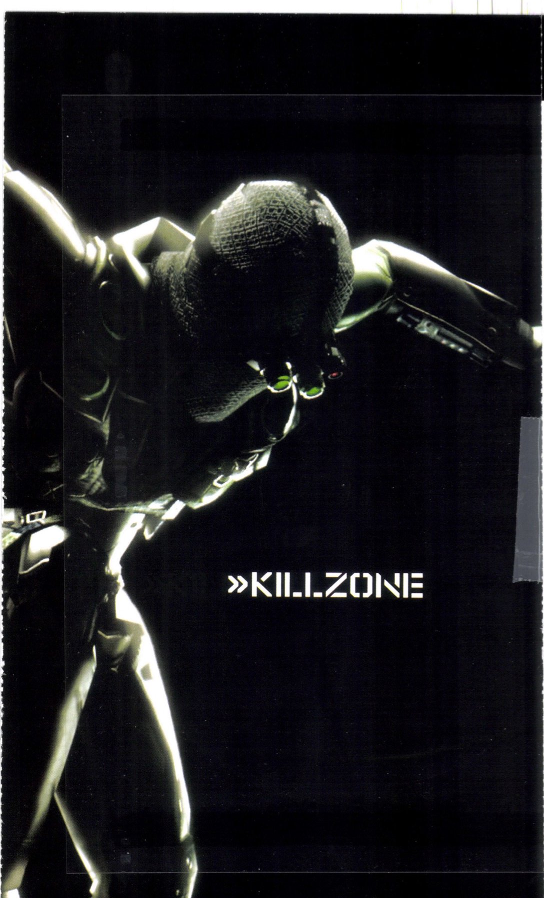
XBOX
XBOX LIVE
PlayStation 2
ONLINE
BROADBAND ONLY
NINTENDO GAMECUBE
Metro Goldwyn Mayer
TRADE MARK
MGM INTERACTIVE

EA GAMES
Challenge Everything™

Online play not available on all platforms. See back of product packs for details. INTERNET CONNECTION required for online play. PlayStation 2 online play requires Internet Connection, Network Adaptor (for PlayStation 2) and Memory Card (8MB) (for PlayStation 2) (each sold separately). Check platform box for online play.

GoldenEye Rogue Agent Interactive Game (all source code, all other software components and certain audiovisual components only) © 2004 Electronic Arts Inc. Electronic Arts, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. GoldenEye Rogue Agent Interactive Game (certain audiovisual components) © 2004 Danjaq, LLC, and United Artists Corporation. James Bond, 007, James Bond Gun and Iris Logos and all other James Bond related properties © 1962-2004 Danjaq, LLC, and United Artists Corporation. GoldenEye Rogue Agent is a trademark of Danjaq, LLC, and United Artists Corporation. ALL RIGHTS RESERVED. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The Online icon is a trademark of Sony Computer Entertainment America Inc. Microsoft, Xbox, Xbox *Live*, the *Live* Logos and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. ™, ®, and Nintendo GameCube are trademarks of Nintendo. © 2001 Nintendo. All other trademarks are the property of their respective owners. EA GAMES™ is an Electronic Arts™ brand.





10

PLAYABLES

KILLZONE
JAK 3
THE INCREDIBLES
FAIRLY ODDPARENTS
SPYRO: A HERO'S TAIL
SUIKODEN IV
KING ARTHUR
UNDER THE SKIN
DUKES OF HAZZARD: RETURN OF THE GENERAL LEE

VIDEOS

MORTAL KOMBAT
DECEPTION
SD GUNDAM FORCE
RATCHET & CLANK UP YOUR ARSENAL

INSIDE THE GAME

SOCOM II: U.S. NAVY SEALS
LORD OF THE RINGS: THE THIRD AGE

EXCLUSIVE DOWNLOAD!

SOCOM II - NEW MAP

the boss

ROCKSTAR'S PRESIDENT SAM HOUSER DISCUSSES WHY SIZE IS SO IMPORTANT

OPM Why is the game so damn big?

SAM HOUSER Because we're insane! Making *San Andreas* was really about expanding on the things we love. The notion of immersion and having that world be seamlessly connected was incredibly important to us. To be honest, making the game larger was about making it more exciting and intriguing.

OPM Why the jump to three cities? Why not just do a larger version of what you'd done before?

SH We love L.A. and the whole gangbanging vibe and the street culture. That time in L.A. is so important, and we knew a long time ago that the franchise needed to end up there. We'd done the East Coast in *GTA3*, and then '80s Miami with *Vice City*, so going to L.A. in the early '90s just seemed like an obvious place. We've looked at going back in time with it and playing with the '30s, '40s, and '50s, but it just doesn't feel like *GTA*. That's not to say that we won't explore that in future, but for now, this is it. L.A. at this time influenced current pop culture in a big way.

OPM So why the other two cities?

SH To be honest, we were drawn to doing a city based on San Francisco because of the hills and all of the beautiful scenery with the bridges and the Victorian architecture. Once we'd decided to do that, it became clear that if you're doing L.A. and San Francisco, you can't not do Vegas. Again, there's a very different look and feel, and you have the whole Mafia vibe, and the gambling and the bright lights. Once we put together the three cities, things started to naturally evolve, and we thought about what would go on between these cities, and we realized that we needed to do the wilderness with the farms and the desert, etc.

OPM Aside from the scale of the game, the other big innovation is the depth of CJ's character. Why something so ambitious? Why make *GTA* RPG?

SH How the player connects with a game character is so important. For want of a better word, CJ had to be "cool." Characters in games are often so robotic, and we didn't want that. If you think back to when the PS2 was announced and you had Kutaragi standing up there talking about the Emotion Engine, well...I think this is what he was getting at. We want people to feel something when it comes to CJ. If you look back, in *GTA3* you had the main guy who never really had a name. I know that some people refer to him as Fido or Claude, but he was never officially given a name because we wanted it to be *you*. Then in *Vice City* we had Tommy, and he was much more evolved. He spoke, of course, and as a result, I think he was a more rounded character. This time, our goal was to give the player a real connection and give them a sense of ownership over the hero. All of us, believe it or not, were really inspired by things like *Pokémon* and *Tamagotchi*. They're so simple and so far removed from the kinds of games we make, but the connection you make with those silly plastic eggs is indescribable. We wanted to bring that connection into a more relevant setting.

"IF WE DIDN'T HAVE TO TOP IT, WHAT WOULD BE THE POINT?"

OPM How much of CJ is Young Maylay putting himself into the role?

SH He added so much to what we were doing. He understood that CJ had to be relatable, and he really gave the character some presence. This is something that's really important for us and speaks to a much broader point. If you look back, we were among the first to really push this notion of using celebrity voices in games. *GTA3* took it to a good place, and then obviously we expanded on it quite dramatically in *Vice City*. For *San Andreas*, we knew that we had to do it differently. We don't want the things with actors in videogames to end up in the same place as movies.

OPM What do you mean?

SH Movies have changed since we were kids, and the problem is the actors. Remember how it always used to be about the heroes themselves? They were heroes that you believed in completely, and you went to see the movies because of them. Now it's all about the actors, and I think that's a dangerous path to tread. I want fantasy—I don't want the actor and all the baggage that they bring along. We know so much about that baggage now because of magazines like *Us Weekly* that we can't separate the actor from the character anymore. I'm not saying that we don't want to use big names at all. I mean, Ray Liotta was perfect for us in *Vice City*, but this time, when it came to CJ, it absolutely had to be someone that was completely unknown, someone that didn't bring any of that baggage along with them.

OPM So, what's next? How can you top this?

SH Well, if we didn't have to top it, what would be the point? The beauty of working in videogames is that you're not held back by a fixed medium. If you look at TV, or movies, or music, it's completely static, but with games we get to see the medium evolve. Every five years the nice people at Sony give us new toys to play with, and we get to reinvent the wheel again. With that in mind, though, we don't want to abuse the franchise, and we only want to make stuff when there's a reason for it. This is the trilogy for now (*GTA3*, *Vice City*, and *San Andreas*), and we're not in a rush to do the next one. We're looking at the next generation of hardware for sure, and if you think about the enormous difference between PS1 and PS2 and then do the calculations on how much more we'll be able to do if the leap is to the same degree to PS3, well...it's very exciting.

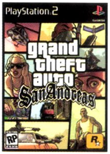
of purpose is focused even further than it was in San Fierro, your relationships with the other major characters are firmly established, and there are some nice little surprises for fans of the series.

And that's where I'm going to end this. There are literally hundreds of things about the game that I've not touched on, but pretty much all of them are as rewarding as the things I *have* discussed. All that remains is to tackle the question we posed at the beginning of this review: Is it really the best game ever made? Quite possibly, yes. Some of you may not like it. Some of you might be quite cynical about the hype surrounding the game. I'm sure some of you will think that I'm being sensational and overstating its quality, simply because we have the exclusive and we're obliged to do so. This is not the case. Before I played it, I was thinking that perhaps this story would be more interesting if we were able to say "*Grand Theft Auto* loses its cool, *San Andreas* is actually crap," but the truth is it's spectacular—it sets the bar so high that it leaves a lot of games in the dust. « *John Davison*

VERDICT The game promises just about everything and somehow manages to deliver even more than you expected.

Pub. Rockstar **Dev.** Rockstar North **ESRB** M **MSRP** $49.99

RATING [●●●●●]



TRIATHLON
The game has running, swimming, and biking gameplay mechanics, so what better way to take advantage of them than to include a full-on triathlon for you to enter? You'll need to hit the gym and crank up those stamina stats if you want to win.

UNPRECEDENTED
No other game has ever offered this much variety or a game environment that provides so much freedom. Sure, it's possible to beat the story in about 50 or 60 hours, but to get 100 percent, you're going to need to invest more than 100 hours.

VIDEOGAMES
You'll find four different console/arcade games: *Let's Get Ready to Bumble*, an '80s-style gravity game; *They Crawled From Uranus*, a *Gyruss*-style tube shooter; space shooter *Duality*; and side-scroller *Go Go Space Monkey*. We love monkeys.

WAYPOINTS
One of the user-friendliest additions to the game, the waypoint system allows you to mark a tag on the enormous, sprawling game map. You'll find it useful to place these reference points on special locations and road junctions on really long trips.

X Radio
X is the alternative rock station in San Andreas. Its playlist includes songs by Stone Temple Pilots, Faith No More, Helmet, Depeche Mode, Danzig, and, of course, Guns N' Roses' "Welcome to the Jungle," which you no doubt heard in the trailer.

YES
You'll probably want to invest in the official strategy guide from Brady. This game is so big and there's so much hidden stuff, there's a good chance you'll want help. We guarantee that you are not prepared for the enormity of the experience.

ZERO
Voiced by David Cross (*Arrested Development*), Zero is quite spectacularly geeky and quotes sci-fi and fantasy movies while providing the tech support CJ requires. He's also the keeper of the RC vehicles, which are extremely difficult to control.

© 2004 Hollywood Entertainment Corp.

Got it bad, Santa?

game crazy

We understand.

Nobody can resist the holiday onslaught of awesome titles. And Game Crazy has them all!

YOU CAN TRY ANY GAME BEFORE YOU BUY

Play any new or used game so you can make sure it's exactly what you want.

YOU GET THE LARGEST SELECTION

Nobody beats our selection of **NEW**, **USED** and **CLASSIC** games and consoles.

YOU GET THE BEST DEAL ON TRADES–GUARANTEED

Trade in your hottest new and old-school CLASSICS! NES! SNES! N64! GENESIS! DREAMCAST! PS1! Still got 'em? WE WANT 'EM!

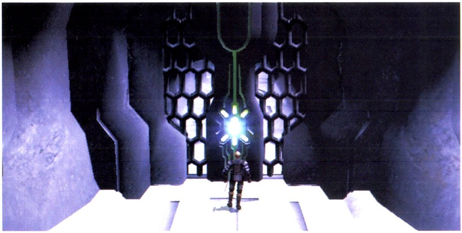
YOU GET 12 FREE RENTALS

You always get 12 free rentals at Hollywood Video® (a $72 value) with the purchase of any new console.

Hit gamecrazy.com for a store near you.

FINAL FANTASY XI: CHAINS OF PROMATHIA

PREPARE TO HAVE EVEN LESS OF A LIFE



Just when you thought you'd found a way out, Square Enix's online palace of crack gets a new wing. *Chains of Promathia* is an expansion pack for the popular MMO *Final Fantasy XI* that offers tons of new things to see and do, but relative newcomers to the game may want to hold off...for now.

The world of Vana'diel is once again in trouble: A mysterious "Emptiness" threatens to engulf the world if you (and countless others) don't stop it. With the help of a mysterious boy, memories of the past, and an armada of airships, you'll combat Emptiness, evil scientists, and even Bahamut...online!

And it's as cool as it sounds. *Chains of Promathia* has more of a story focus than previous entries in the *FFXI* saga, making the quest feel more epic and less level-grindy. Many new dungeons are level capped, allowing players of all levels to join forces. While good in theory, player habits keep it from being reality: Lower-level players will likely be frustrated by the difficulty of the starting missions, while higher-level players will be angered by their propensity for disaster. That said, the new missions are a lot of fun when they go well, and the new areas they unlock are worth the effort.

The expansion adds 40 beautiful new areas to explore, all teeming with new monsters to battle. This is a Square Enix game, so it's going to be stunning, but *Chains of Promathia* really pushes the limits of the engine and art team, offering ever more breathtaking vistas to see and explore and some of the best real-time cinematics the company has ever produced.

With new story content, areas, and items, *Chains of Promathia* has something for every kind of MMO player. This addition to Vana'diel may not be a must-have item for everyone right now, but in due time, all players will want to pick this one up. « *Darryl Vassar*

CRACK A deeper story, gorgeous new locations, tons of new items
CRACKED Level-capped dungeons may frustrate very high- or low-level players

Pub. Square Enix **Dev.** Square Enix **ESRB** T **MSRP** $29.99

RATING [●●●●○]

GHOST IN THE SHELL: STAND ALONE COMPLEX

MAJOR LETDOWN

***Ghost in the Shell*, the manga** and anime franchise that serves as the inspiration for *Stand Alone Complex*, loves to dabble in philosophy. Cyborg protagonist Major Kusanagi spends as much time questioning her own humanity as she does kicking butt, wondering "Who am I? What am I?"

In that sense, *Complex* does a pretty good job of capturing the *Ghost* experience. Like its main character, the game seems to suffer from a severe case of identity crisis. It plays like *Syphon Filter*, but it controls like *Halo*. Apparently, it never occurred to anyone at Cavia that using a first-person-shooter setup to control a game seen in the third person is a little like putting *Resident Evil*–style controls in a *Mario* game: technically possible but deeply stupid. The loose, close-in camera certainly doesn't help matters any, especially in heavy shootouts. You didn't want to hit anything, did you?

Stand Alone Complex sports a potpourri of other problems as well: platforming sections made ridiculously difficult by the stiff jumping controls, brain-dead enemy A.I., no midmission saves, drearily generic techno music, unambitious level structure and goals...it's like a litany of design decisions specifically intended to be hostile to players. Oddly, the worst of it is crammed into the beginning; the game gradually improves as it goes, but the average person will be driven away long before they reach that point.

Even dedicated *Ghost* fans will be put off by the sloppiness: The tin-eared pronunciations for familiar names grate, and the graphics' odd attempts at realism do horrible things to character designs. Plus, the story consists mainly of rapid-fire radio transmissions that substitute jargon for depth.

The *Ghost* series has the potential for great games—we know, we played one years ago. But *Stand Alone Complex* is cyber hackwork. « *Jeremy Parish*

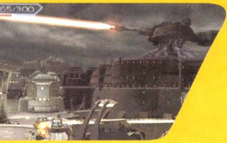
WHO AM I? Just another unsatisfying anime-licensed action game
WHAT AM I? Occasional quality buried in disastrous controls, tedious objectives, and dull visuals

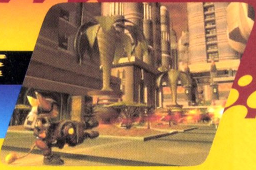
Pub. Bandai **Dev.** Cavia **ESRB** M **MSRP** $39.99

RATING [●●○○○]

Nestlé Butterfinger PRESENTS YOUR MONTHLY GAME FEED

PLUG INTO THIS





out of the ordinary GAME

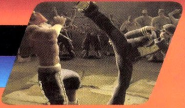
RATCHET AND CLANK: UP YOUR ARSENAL

PS2

Introducing the first online action game for the PlayStation 2 game console.

In this, the third game in the Ratchet and Clank series, Secret Agent Clank, interstellar robot of mystery (along with his ever-present partner, Ratchet), has once again returned to save us from the latest evil scheme conjured by that robotic supervillain, Dr. Nefarious. Mean ol' Neffy plans to annihilate all life in the galaxy using the multi-eyed Tyhrranoid race as his ultimate weapon.

Luckily, Ratchet and Clank have 20 outrageous weapons of their own (with as many as four levels of upgrades for most), plus clever new high-tech gadgets and rip-roaring vehicles to help them through their journey. Online play lets players really "Up Their Arsenal" for an even bigger blast than before. Up to eight players can face off in chaotic broadband battles, including siege, capture the flag, and deathmatch games. When has saving the galaxy ever been this fun?!



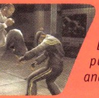
break out TRICKS

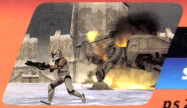
DEF JAM FIGHT FOR NY

ps2 / xbx / gcn

- ***It's All About Momentum!***

When your momentum meter is full, you can execute your big Blazin' move (it's your finishing move). In order to Blaze, you simply push the right analog stick in any direction, then grapple your opponent and hit the right analog stick again. You have 30 seconds from when you first hit the right analog stick to use the Blazin' move. Try pointing the analog stick in different directions to discover each character's own Blazin' moves!





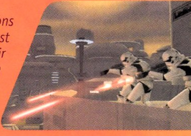
sweet TIPS

STAR WARS: BATTLEFRONT

ps2 / xbx

- ***Man The Battlestations!***

Designed for space combat, the weapons installed on starfighters are often the most powerful on the battlefield. Establish air superiority, then conduct strafing runs to eliminate enemy vehicles and troops. When necessary, land near repair droids to stock up on more missiles.

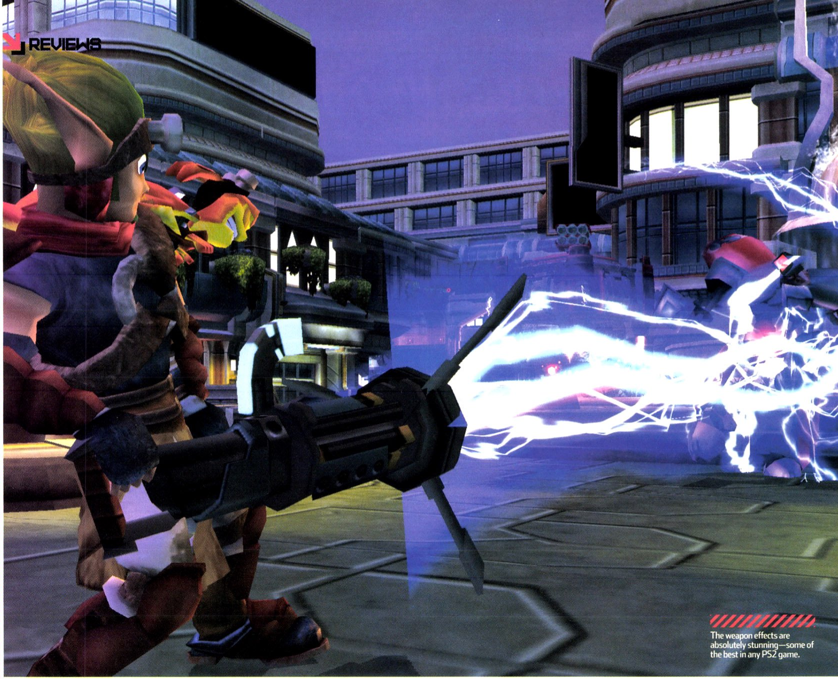


STLE(R) and BUTTERFINGER(R) are registered trademarks of Société des Produits Nestlé S.A., Vevey, Switzerland. Ratchet and Clank is a registered demark of Sony Computer Entertainment America Inc. Developed by Insomniac Games. (c) 2004 Sony Computer Entertainment America Inc. Def Jam® ght For NY™ © 2004 Electronic Arts Inc. Electronic Arts, EA, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic s Inc. in the U.S. and/or other countries. All Rights Reserved. Def Jam® and Fight For NY™ and all associated logos and marks are used under ense from DJR Holdings, LLC and Simcoh, LLC. Phat Farm™ is used under license from Phat Fashions, LLC. Def Jam artists appear courtesy of The and Def Jam Music Group. Developed by AKI Corporation. All other trademarks are the property of their respective owners. EA GAMES™ is an ctronic Arts™ brand. Star Wars Battlefront is published by LucasArts and developed by Pandemic Studios. LucasArts, the LucasArts logo, Gold Guy, d the Human Figure design logo are all registered trademarks or trademarks of Lucasfilm Ltd. © 2004 Lucasfilm Entertainment Company Ltd. or casfilm Ltd. & ® or ™ as indicated. All rights reserved.

yStation is a registered trademark of Sony Computer Entertainment Inc. Nintendo, GameCube and Game Boy Advance are trademarks of ntendo. © 2004 All rights reserved. Microsoft, Xbox and the Xbox logos are trademarks of Microsoft Corporation in the United States and/or in er countries and are used under license from Microsoft.

Nestlé
Butterfinger
bar

BREAK OUT OF THE ORDINARY



The weapon effects are absolutely stunning—some of the best in any PS2 game.

JAK 3

A SATISFYING FINAL CHAPTER

Let's get this out of the way right now: *Jak 3* is nowhere near as tough as *Jak II* is. Those of you who pride yourselves on your old-school hardcore platforming skills may find this disappointing, but it's great news for the rest of us. "Hard" does not necessarily equal "good," and most of us don't like feeling as though a game is trying to give us an aneurysm.

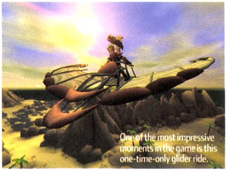
The best part about this is that without the constant fighting with the game and the constant fear of running into another mission that will make you want to hurl your controller through your TV screen, you're free to sit back and *enjoy* the game. And there's plenty to enjoy.

Perhaps the real gem this time around is the story. Not every loose end is tied up, but this is (ostensibly) the final game in the *Jak* saga, and there is quite a satisfying amount of resolution here. There are even a few surprises, though at least one of the big twists is telegraphed pretty heavily early in the game. The reveal of the precursors, in any event, is priceless.

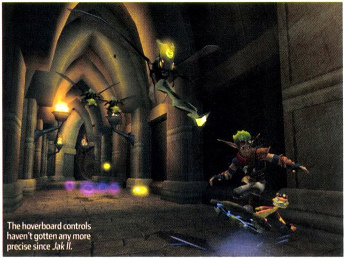
The voice acting—most especially Max Casella as Daxter—is as excellent as ever, as is the Hollywood-caliber animation. Both of these help carry some scenes that might not have worked otherwise due to the somewhat uneven writing. There are a few groanworthy moments anyway, but this is a platforming game, you know; I'm grateful to get any story at all. You should be aware, though, that much of the story is written under the assumption that you're familiar with the story from the last game. It would have been nice to have a quick refresher course.

Of course, there's a great deal of game around all that story, with the big innovation being the *Smuggler's Run*–style desert driving missions. With the occasional exception resulting from the too-sensitive handling, these are almost all awesome—so much so that it's a real disappointment when Jak

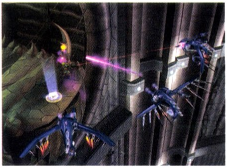
You can check out some of Jak's eco powers in this month's three-level demo.



One of the most impressive moments in the game is this one-time-only glider ride.



The hoverboard controls haven't gotten any more precise since *Jak II*.



Jak's eco powers are fleshed out more this time around. Most notable is the addition of light eco powers, like healing, flying, and the ability to drastically slow down time. It's a shame that the time-manipulation and flying powers are hardly used, except immediately after he gets them.

gets sent back to Haven City. (Don't worry, though; he gets back to the wastelands shortly.) Overall, the gameplay is as varied as ever, mixing driving, shooting, hoverboarding, and flying in with straight-up platforming in a most satisfying fashion.

With all these different styles of gameplay, though, it's not surprising that the controls aren't exactly perfect. The runny-jumpy mechanic is as solid as ever, but the shooting and especially the hoverboarding can get a little wonky from time to time. That's unfortunate, because the very last thing I want to do in a platformer is fight with the controls (followed closely by fighting with the camera, which happens mercifully rarely here).

All gripes aside, this is a very, very good game. If you get just one platformer this holiday season...get *Ratchet & Clank: Up Your Arsenal*. But if you get *two* platformers, make sure one of them is *Jak 3*. « *Joe Rybicki*

PROS Interesting story (especially for a platform game) and loads of variety
CONS Some messy controls; some spotty writing

Pub. Sony CEA **Dev.** Naughty Dog **ESRB** T **MSRP** $39.99

RATING [●●●●◐]

FIVE THINGS JAK 3 DOES BETTER THAN RATCHET & CLANK: UP YOUR ARSENAL

1 Story. There are some fascinating revelations here.
2 Slapstick. Whoever animates Daxter deserves an Oscar or something.
3 Gun effects. Mmm, thermonuclear explosions.
4 Enemy design. Both the krimson guard and the metal heads have an unquestionably sinister look.
5 Bosses. The end boss, especially, is jaw-dropping.

NAUGHTY DOG ON INSOMNIAC

Naughty Dog and Insomniac work fairly closely together, so we wondered what each studio thought of the other's work. Here's Naughty Dog's side of the story.

OPM What have you seen of *Up Your Arsenal* that made you think, "Damn, I wish we'd done that"?

EVAN WELLS, DIRECTOR The fact that they were able to include a multiplayer online mode to the game in addition to the single-player adventure is an amazing achievement.

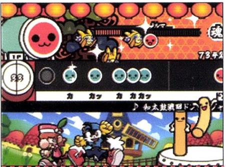
OPM What have you seen that made you think, "Tee hee, we did that better"?

EW The one thing that Naughty Dog and Insomniac have never been able to see eye to eye on is our senses of humor. We love all of the action, [but when] a cut-scene comes up and the punch line is delivered, all of the Naughty Dogs' eyes start to roll. It seems as though the jokes in our respective games go right over each other's heads.

OPM Does it ever bother you that the *Jak* series and the *Ratchet* series have to compete with one another on store shelves?

AMY HENNIG, GAME DIRECTOR Sometimes I wish their release dates were farther apart, so we weren't seen by consumers or the gaming press as "competing" titles. Our games are actually very different, and each has its own fan base.

EW I think it would benefit the industry—and the consumer as well—if major releases were more evenly distributed throughout the year rather than being bunched up in the last two months. The idea that videogames are toys that parents buy their kids for Christmas is an outdated concept that needs to change to keep up with the maturing gamer.



TAIKO: DRUM MASTER

BANG ON THE DRUM ALL DAY

There's something therapeutic about hitting sticks on things, which is probably why the aggro guy in most bands is someone other than the drummer. Luckily for those of us who are not fortunate enough to be the percussionist in a musical ensemble, Namco has imported *Taiko*, which allows you to relieve pent-up frustrations and have fun all in one handy package.

It's the same basic concept as most rhythm games: Pick one of 33 songs, which range from pop standards ("Material Girl") to dorky (*Dragon Ball Z: Budokai* theme song). Each song is available at the levels of Easy, Normal, and Hard, with star ratings to indicate the difficulty within that level. While Easy and Medium are usually passable on the first shot, Hard is indeed difficult—count on multiple efforts before you're able to master even the simple Hard songs. There are also minigames available—you can compete in a watermelon-seed spitting contest, detonate bombs, or stack up dogs. Participants will find them amusing, but they'll drive anyone within earshot of the game up the wall from the constant drumroll they require.

SONG SELECT
Beethoven's 5th Symphony
Genre : Classical
Difficulty Level 5
HIT THE RIM TO SELECT A SONG
HIT THE DRUM FACE TO START

The $60 price tag includes one drum; while you can use a DualShock as well, it kind of defeats the whole purpose of the game, and it's sure to cause arguments between the two players. Since the game is best as a multiplayer outing, it'd be wise to plan on dropping another $40 for an additional drum controller. Which is the big downfall—most people who have $100 to spend on videogames probably aren't going to opt for a simple rhythm game.

Nevertheless, it's still very fun, and the graphics are incredibly endearing. Every editor who initially scoffed has been sucked in, and I've had more than one knock at my door from people who want to know if I need help playing it for review. « *Dana Jongewaard*

PROS Simple fun that will appeal to all ages, entertaining graphics
CONS The game plus an extra controller is pricey for the amount of play

Pub. Namco **Dev.** Namco **ESRB** E **MSRP** $59.99

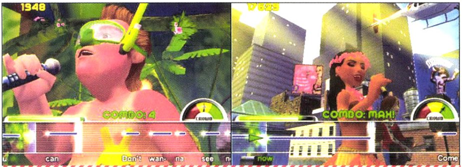
RATING [●●●●○]

TAIKO GLOSSARY

The term for taiko drumsticks is *bachi*, a typical taiko drum is called a *nagado-daiko*, and an ensemble of taiko drums is referred to as a *kumi-daiko*.

BADASS

Tricia Allen is one of the many prerendered avatars you can choose for your rapping career.



KARAOKE REVOLUTION VOLUME 3

THIRD VERSE, BETTER THAN THE FIRST

If you're reading this review to find out if you should buy this game, then stop now. If you liked the first two versions, then you'll enjoy *Volume 3*. And if you didn't, it's unlikely that anything about *Volume 3* will change your mind.

As before, you perform your way through a single-player campaign to unlock new characters, outfits, and songs, or get a quick hit through quick play mode. Technically, nothing is different either—the game judges you solely on hitting the right pitch, so you can still cheat your way through songs if you don't feel like reading the notes and the words at the same time.

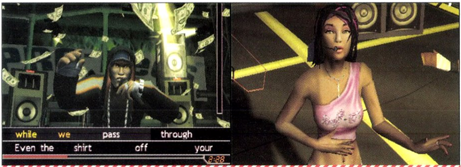
The significant change to *Volume 3* is the addition of duets, which gives you the chance to sing with friends. The regular duets mode lets two singers meld their vocal stylings on karaoke duet standards like "Love Shack," adding the points into a composite score. If that's not competitive enough for you, however, you also have the option to play sing-off mode, in which players switch off phrases in a song to see who can get the highest score, or knockout mode, which pits performers against each other at the same time until one gets far enough ahead to eliminate the other.

It's a welcome addition for a game that's best in social settings. Factor in the extensive song library with a good variety of difficulty levels, and armchair American Idols everywhere are sure to be satisfied. « *Dana Jongewaard*

IN TUNE Fun duets modes, extensive catalog of new songs
OFF KEY Some tweaking of the voice analyzer would have been nice

Pub. Konami **Dev.** Konami **ESRB** E **MSRP** $39.99

RATING [●●●●◐]



GET ON DA MIC

GET OUT THE WAY

Karaoke is fine and good for fans of kitschy pop songs, but the burgeoning hip-hop genre is ignored. *Get on Da Mic* attempts to fill this gap by presenting a hip-hop-themed music game complete with beats and bling.

GODM does a fair bit of good stuff...around the main game. Career mode has you rapping in a humble place before moving on to bigger and better venues; as you move up, you get actual money to start outfitting yourself with the latest bling. The track list ranges from Snoop Dogg's seminal "Gin & Juice" to modern beats like "Jesus Walks" by Kanye West, but there's also freestyle mode, which lets you create your own lyrics to a synthesized beat based on an existing song.

Mastering songs, however, is a big challenge as the main segment seems broken. *Karaoke Revolution* provides a great feedback mechanism—you can instantly see how you're performing and correct yourself appropriately. But *GODM* offers very little feedback; you literally can't tell what you're doing wrong. Performing classics like "Baby Got Back" and "Rapper's Delight," both songs that I'm fairly comfortable with, resulted in wildly varying results with no indication of why.

The various hip-hop accoutrements that *GODM* outfits its players with do little to alleviate the fact that the core element, actual rapping, is weak. « *Thierry Nguyen*

WEST SIDE Good song list, EyeToy support, career mode filled with customizable options
EAST SIDE Rap gameplay is worse than Vanilla Ice

Pub. Eidos Interactive **Dev.** Artificial Mind and Movement/Highway 1
ESRB T **MSRP** $49.99 ($59.99 with mic)

RATING [●●○○○]

EBGAMES™
electronics boutique®

COMING DECEMBER 15TH

GRAN TURISMO® 4
THE REAL DRIVING SIMULATOR

RATING PENDING
RP
Visit www.esrb.org or call 1-800-771-3772 for more info.
CONTENT RATED BY ESRB

NEW PlayStation 2 available now!

Call 1-800-800-5166 for the store nearest you or visit us at www.ebgames.com

EBGAMES™
electronics boutique®
www.ebgames.com

We take games seriously™

SONY
COMPUTER ENTERTAINMENT®

ROCKSTAR GAMES
PRESENTS

grand theft auto
SanAndreas™

A ROCKSTAR NORTH
PRODUCTION

IN STORES NOW

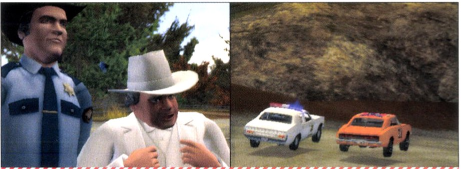
WWW.ROCKSTARGAMES.COM/SANANDREAS
SOUNDTRACK AVAILABLE ON INTERSCOPE RECORDS

PlayStation®2

MATURE 17+
M
CONTENT RATED BY ESRB

Blood and Gore
Intense Violence
Strong Language
Strong Sexual Content
Use of Drugs

© 2004 Rockstar Games, Inc. Rockstar Games, Rockstar North, the R logo, Grand Theft Auto and the Grand Theft Auto logo are trademarks and/or registered trademarks of Take-Two Interactive Software, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association. All other marks and trademarks are properties of their respective owners. All Rights Reserved. Note: The content of this videogame is purely fictional, and is not intended to represent any actual person, business or organization. Any similarity between any character, dialogue, event or plot element of this game and any actual person, business or organization is purely coincidental. The makers and publishers of this videogame do not in any way endorse, condone or encourage this kind of behavior.



THE DUKES OF HAZZARD

RETURN OF THE GENERAL LEE

Everyone that walked by while I was playing this expressed discernable and vocal glee. If you're of the right age, this is the perfect celebration of one of the best-loved pieces of early-'80s American pop culture. It's not a fantastic game by any stretch of the imagination, but if you remember any aspect of the show, it's in the game—there's even a "Yeehaw" button.

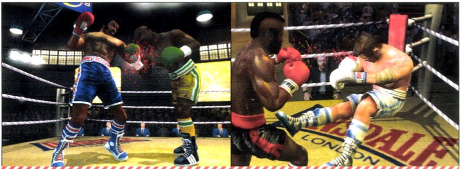
Gameplay is an adequate knockoff of the original *Driver*, only set in the undulating dirt landscape of Hazzard County, which is a giant free-roaming environment. The voice work by the original cast members, including the soothing southern drawl of the balladeer, is exceptional. Tasks include object collection, races, car chases, *Driver*-style tails, and stunts, and vehicles include multiple variants of the General Lee, cop cars, pickups, and even Daisy's Roadrunner. Those of you expecting the tight controls and believable physics of a game like *Driver* may find the General Lee takes some getting used to. In fact, all of the cars in the game feel like they're cruising around on overinflated bouncy wheels. At first it's exceptionally frustrating, as is the inexplicable tendency for the game to switch camera views when you hit a wall, but you soon learn to compensate. The ultimate result is an easygoing experience that hardcore gamers will undoubtedly hate. It's a great game for the over-30 crowd, though, which is something we don't get to say often. « *John Davison*

YEEHAW Faithful to the show, great voice work, you can sound the horn, value price
AWW SHUCKS Bouncy handling, glitchy camera

Pub. Ubisoft **Dev.** Ratbag **ESRB** E **MSRP** $29.99

RATING [●●●◐○]

HMMMMM...
We remembered Daisy Duke as being supremely hot, but no we realize those shorts are riding pretty darn high. See for yourself on this month's demo.



ROCKY LEGENDS

GET OUT OF THE WAY

The contemporary history of boxing games may be divided into two eras: digital and analog. Call them B.F.N. (Before *Fight Night*) and A.F.N. (After *Fight Night*). Ubisoft's original *Rocky* was a brilliant game in the digital era, but the sequel can't quite cut it in the analog age.

Viewed on its own, this is a hell of an improvement on the strengths of the original game. The inclusion of three extra career modes (for Apollo Creed, Clubber Lang, and Ivan Drago) is especially cool since there's no such thing as too much Mr. T or Dolph Lundgren. The training minigames are another strong point. Along with some familiar twitch games, there are other challenges that genuinely teach you how to use combos and move around the ring. The graphics have been kicked up a notch, too, with better-looking backgrounds and appropriately nasty retexturing and model deformation for facial damage.

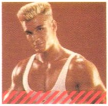
This is the analog age of boxing, though. *Rocky*'s preprogrammed punch placement and combination systems can't help but seem slow and artificial. Landing a substantial combo feels more like a matter of luck than breaking down an opponent's defense and predicting his moves.

If you liked the original *Rocky*, by all means get the sequel. If you liked *Fight Night* more, though, stick with what you've got—it's still the undisputed champ. « *Dave Smith*

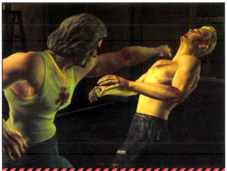
RIGHT HOOK Good-looking models, engaging training minigames, more Mr. T, lots more Ivan Drago
LOW BLOW Less-responsive controls, clumsy "canned" feel to combinations, insanely powerful superpunches

Pub. Ubisoft **Dev.** Venom Games **ESRB** T **MSRP** $39.99

RATING [●●◐○○]



BRAINS AND BRAWN
Dolph Lundgren has his master's degree in chemical engineering from the University of Sydney and was awarded a Fulbright Scholarship to study at MIT.



FIGHT CLUB

ALL-SINGING, ALL-DANCING CRAP OF THE WORLD

***Fight Club* assaulted viewers** in 1999 with pitch-black humor; now, five years later, the license pops out a tepid button-mashing fighting game. Did someone's contract expire, or did it really take this long to come up with the idea?

While not the worst fighter out there, *Fight Club* feels stiff, its character movements inelegant, its combat repetitious and stuttering. Blocking and reversal moves are hard to time, so fights revolve around cheap shots, quick combos, and lucky haymakers. Shirtless Dude kicks Wifebeater Dude in head. Wifebeater Dude falls down. Wifebeater Dude lands sneaky uppercut in midrecovery, knocking Shirtless Dude down, etc., ad infinitum, ad nauseam.

The absence of Ed Norton's and Brad Pitt's likenesses makes the generic characters look like a pack of half-naked Ken dolls, excepting the one with man boobs. While the game features none of the movie's actors, you *can* fight as modern rock's greatest douche bag, Fred Durst. I don't really understand the *Fight Club*/Limp Bizkit connection, but the band's mutilation of "Behind Blue Eyes" *does* make me want to punch a stranger in the face. And despite a good number of characters sporting names like "Mechanic" and numerous varieties of helmet hair, there are basically only three fighters: martial artist (kicky), brawler (punchy), and grappler (wrestly).

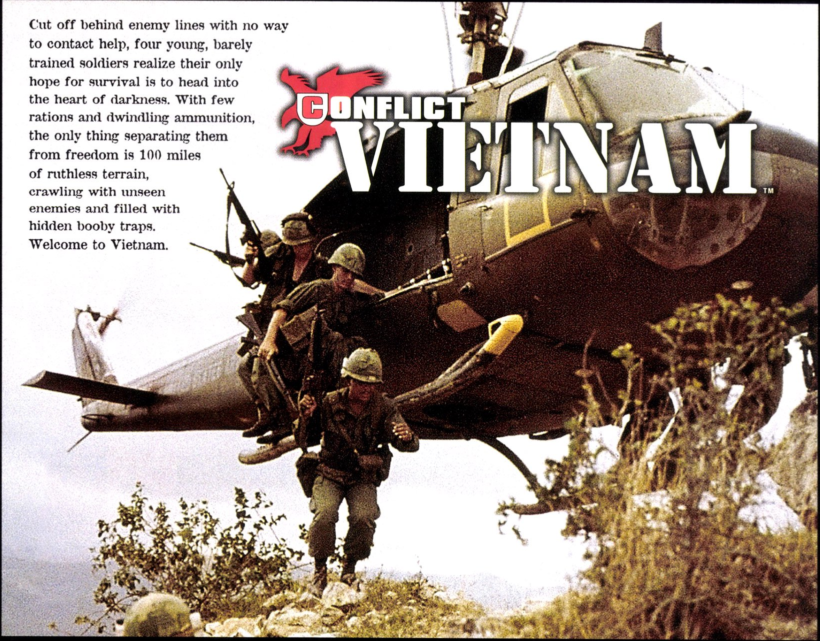
The "story mode" uses sound-over-stills scenes (like *Reading Rainbow*) that tell an "amazing" story: Some guy wants to kill himself after his wife runs off with another woman, but he finds solace in beating people up. And he's looking for Tyler Durden. Why? Never mind, just shut up and fight! F-bombs are dropped liberally to distract you from the poor voice acting and community-college art.

Splattered in blood and salted with naughty words, *Fight Club* tries hard to be "edgy," that mysterious marketing force that turns 18-to-25-year-olds into walking, talking ATMs. Unfortunately, trying hard isn't cool. « *Robert Ashley*

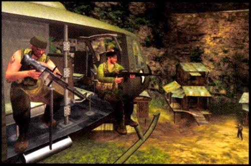
PROS Shirtless man-on-man action
CONS Bob's boy boobs flop around with disturbing realism, most everything else

Pub. VU Games **Dev.** Genuine Games **ESRB** M **MSRP** $49.99

RATING [●◐○○○]



Cut off behind enemy lines with no way to contact help, four young, barely trained soldiers realize their only hope for survival is to head into the heart of darkness. With few rations and dwindling ammunition, the only thing separating them from freedom is 100 miles of ruthless terrain, crawling with unseen enemies and filled with hidden booby traps. Welcome to Vietnam.



Get behind the wheel of Jeeps, tanks, helicopters, and river boats.

14 enormous missions in jungles, villages, temples, and underground tunnels.

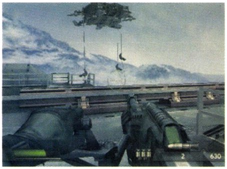
Use experience points after missions to develop characters in 9 categories.

PlayStation®2 XBOX PIVOTAL GAMES SCi GAMES PC CD-ROM SOFTWARE GS GLOBAL STAR SOFTWARE™

MATURE 17+ M CONTENT RATED BY ESRB

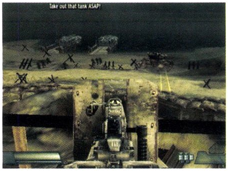
Blood and Gore
Intense Violence
Strong Language
Suggestive Themes
Use of Drugs

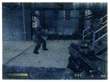
Trademark and © 2004 SCi Games Limited, published by Take-Two Interactive Software and its subsidiaries. Global Star Software, the Global Star Software logo, Take-Two Interactive Software, Inc. and the Take-Two Company logo are trademarks of Take-Two Interactive Software, Inc. Global Star Software, Inc. is a wholly owned subsidiary of Take-Two Interactive Software, Inc. Pivotal Games and the Pivotal Games Logo are trademarks of Pivotal Games Limited. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks are the property of their respective owners. All rights reserved.

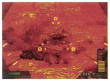


Hey, why are we stopping here?
TYPE: HEAVY
READY: YES

Open fire!
1
639







KILLZONE

A GREAT SHOOTER THAT IS TOO MUCH FOR EVEN THE PS2

To address the biggest concern that you, as a shooter fan, are most likely to have, no, *Killzone* doesn't kill *Halo 2*. Even though most of the press (ourselves included, to a degree) have heralded it as a *Halo* killer, a more reasonable—and realistic—assessment is that *Killzone* may not kill Master Chief, but it's a fine shooter that deserves your attention nonetheless.

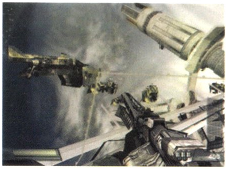
A more apt description of *Killzone* is "a grittier *Medal of Honor*...FROM THE FUTURE." It's a linear FPS that consists mostly of shooting up baddies intercepted by scripted moments of mayhem. *Killzone* feels like a game version of *Saving Private Ryan*, *Black Hawk Down*, *Hamburger Hill*, the second half of *Full Metal Jacket*, and many other war movies, all on a single disc.

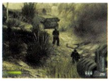
The overall production values are some of the best we've seen on the PS2. *Killzone*'s art is visceral and gritty. Every mission (there are 11, each composed of five or six areas) looks suitably aged with dust and debris, and there are many types of landscapes, including wrecked-out urban combat arenas, foggy swamplands, and majestic mountains. While *Killzone* delivers on visuals, it mishandles movement. This is a game that looks better in screenshots than it does in motion; simply put, the PS2 can't handle what *Killzone* is throwing at it. The first few missions play smoothly, but later ones start demonstrating the PS2's limitations. The missions look beautiful, but they're accompanied by herky-jerky animation, an occasionally stuttering framerate, and pop-up that sometimes magically constructs an entire building right in front of you.

Killzone attempts to be an amalgamation of the 20th century's major wars, and to further this portrayal, the gameplay isn't traditional run-and-gun: It requires honest-to-God tactics, in fact. Simply running amok with a gun will quickly end you—you must use cover, take advantage of suppressing fire, flank enemies, and use elevation. You have to consider what type of gun to use—you should know when to use a rapid-firing but inaccurate gun instead of a slower but more accurate one. The reloading animations look fantastic and add another tactical element, as they take longer than you're

SOLDIER RECRUITMENT

Once you get through the single-player campaign, you can play deathmatch, team deathmatch, domination, supply drop, assault, and defend & destroy. There are eight maps to play in (they're all based on single-player areas), and they're pretty sizable, to boot. While regular deathmatch is always reliable, we like messing around with either assault or supply drop. In assault, one side attacks and the other defends, while in supply drop, both sides fight over a set of crates; massive firefights are conducted for the sole purpose of protecting a soldier who has grabbed a crate and is making a run for it. Splitscreen offline with bots is amusing, but, as always, online play with voice chat is where it's at.

ISA 0
09:40
0 HELGHAST
[AI]Morcus
[AI]Straatman
250




used to, forcing you to find protection while you reload. There are plenty of rocks, trees, walls, corners, and broken bits of buildings lying about—you have to use these cover points effectively. However, the lack of a lean function is puzzling, since so much of the game focuses on cover. Also, while the A.I. tends to exhibit traditional FPS idiocy, there are moments when the helghast act like real soldiers: They use cover, suppressing fire, grenades, and teamwork against you. One particularly harrowing example of this took place when I had to take down a heavily armored soldier who was firing from an elevated ridge; the back-and-forth between us as we fired at each other was one of the tenser moments I've ever had in a shooter.

Alas, as mentioned earlier, all the tactical gameplay is hampered by the nigh-wretched performance at times. If *Killzone*'s performance were as good as its looks, it easily could levy a serious blow against the *Halo 2* juggernaut. As it is, *Killzone* is no *Halo* killer, but it's easily the game that *Medal of Honor: Rising Sun* should have been. « Thierry Nguyen

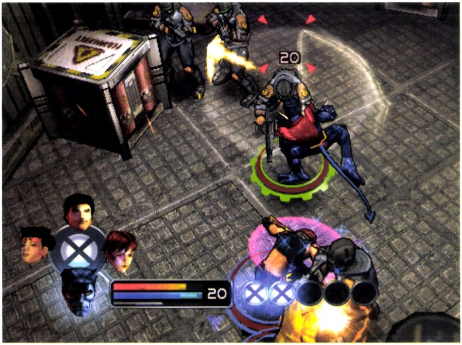
CONFIRMED KILLS Slick, tactical approach to FPS design, harsh and gritty visual aesthetic, solid multiplayer, and the weapons (except the odd sniper rifle) are awesome
CASUALTIES Engine pushes the PS2 too hard, occasional A.I. quirks, some weak levels

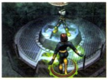
Pub. Sony CEA **Dev.** Guerrilla Games **ESRB** M **MSRP** $49.99

RATING [●●●●○]

CHARACTERS

While you start as Templar, you run into three other soldiers who join your fireteam: Shadow Marshal Luger, Sergeant Rico, and Colonel Hakha. The overall levels are the same, but each character has unique aspects that result in different experiences when replaying a level. Templar is your normal soldier. Luger has a cool silenced pistol and can often crawl or climb into secret spots. Rico is a heavy run-and-gunner; all he does is kill things fast with his huge chain gun. Hakha, being helghast, can access helghast areas guarded by lasers and doesn't suffer from recoil when using helghast weaponry. Oftentimes, the characters will split up and do side objectives, and your character choice determines what you do.





GRS0 Black Guard
Energy Resistant
30

X-MEN LEGENDS

TO ME, MY X-MEN!

Despite the revitalization of the X-Men via the movies and excellent comics, their gaming résumé is a sad one: a random Genesis game, several appearances in the *Marvel vs. Capcom* franchise, and a Wolverine-centric actioner. Recently, however, someone had the bright idea of marrying the multicharacter action-RPG formula with the *X-Men* mythos, and *X-Men Legends* is the result.

XML plays like *Diablo/Gauntlet* with tights. Choosing from a team of up to 15 X-Men, you guide four cel-shaded mutants through various missions that tell an interesting story, which can easily take between 20 and 30 hours to complete. Instead of +7 swords of woeful bashery and magick spells of zipzap, you use mutant abilities such as Berserker Rage, Phoenix Force, Optic Blast, and so forth. Additionally, there's also the four-player co-op mode (in which anyone can easily drop in and out of with a plug of the controller) and various Danger Room scenarios. The action is fast paced, and using multiple X-Men (you switch between characters via the D-pad and hit L2 to have the A.I.-controlled other three help you out) is a breeze. In between missions, you get to wander the X-Mansion, where you can view unlocked content, learn backstory, or just geek out in general. The X-Mansion and the story demonstrate that this game is for both those hardcore fans who recognize the *Ultimate* universe costume design overlaid on the *Universe 616* characters and more casual fans who just know Wolverine as the hairy dude with claws. Nerdcore X-geeks will recognize all the references crammed into the story, while newbies are told enough expository info so as to not get lost.

As an *X-Men* fiend, I loved the game, but I still recognize its flaws. The load times are a pain—whether it's opening your character sheet (something done frequently) or entering a new area, you'll find yourself sitting and waiting. Money feels tacked on (I never bought anything, rather only spent it to revive characters), the enemies get a bit repetitive, some of the characters (like Gambit and Jubilee) feel redundant, and the combat can get chaotic at times.

On its own merits, *XML* is a solid action-RPG, but as an *X-Men* game, it's a superb representation of the mythos. « *Thierry Nguyen*

HOMO SUPERIOR Fast action, four-player mode, lengthy story, and it's the freakin' X-Men
HOMO SAPIENS Load times are heinous, quirky camera at times, occasional reuse of levels, chaotic combat

Pub. Activision **Dev.** Raven **ESRB** T **MSRP** $49.99

RATING [●●●●○]

X-GENE GOODNESS

With such a large variety of X-Men, there're lots of choices in creating a four-man party. One good party is Storm, Cyclops, Wolverine, and Iceman. Wolverine is a great brawler, Iceman has a slick freeze attack, Cyclops has a powerful range attack, and Storm's lightning owns.

ACE COMBAT 5 THE UNSUNG WAR

TALK TO ME, GOOSE

***Ace Combat 5* is** a war game with heart. Centered around a young pilot with a penchant for photography and his very personal experience with a long-running war between rival nations, the game presents war from the perspective of a fleshed-out character—a rarity in any game of combat. It's got a whole cast of (admittedly shallow) characters who chatter at you throughout missions...and your character even talks back with simple yes/no answers you select on the fly with the D-pad.

The trouble is, all this story is presented with some of the most god-awful writing and voice work I've heard. It's very hard to take a story seriously when the characters sound like they're in a competition to see who can present the most excruciating parody of an actual human's speech patterns. Nevertheless, it does provide an additional factor to keep you interested in the progression of the game.

It's too bad the voices and writing are so terrible, because there are some interesting themes here. Perhaps most fascinating is that at least one mission is a retelling of a mission from *Ace Combat 04*—only from the other side. When you're wondering if the plane you just shot down is actually *you* from the *last* game...well, that adds a very interesting dynamic to the combat. It's a shame the awful voiceover practically kills the message.

But, really, how much can one complain about story in a flight-combat game? And this is *Ace Combat*, the defining series in the genre. The controls are as tight, the missions as varied, and the plane selection as extensive as ever. You won't find anything revolutionary here, but the reality is, if you like your air combat, you're not going to find much better (or, well, much else) on PS2. « *Joe Rybicki*

HITS Look, it's *Ace Combat*—of course it has great controls, cool near-future technology, and loads of unlockable planes
MISSES Good lord, will someone please smack the voice actors? Please?

Pub. Namco **Dev.** Project Aces **ESRB** T **MSRP** $49.99

RATING [●●●●○]

WHAT A STICK!

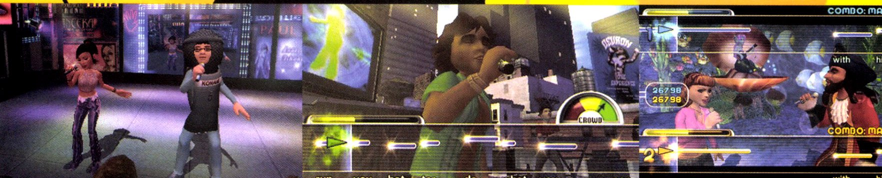
In a nod to flight geeks everywhere, Namco is offering a limited-edition bundle in the States: For $129.99, you get the game, a Wardog Squadron jacket patch, and this kick-ass flight stick and throttle set from Hori. It may look a bit exorbitant, but after a surprisingly short adjustment period, I discovered that it dramatically improved my flying skills. And it's USB, so it should work with PCs, too.

[●●●●◐]

Karaoke Revolution™ Volume 3

THE BEST PART IS... YOU DON'T HAVE TO SHARE THE MIC

- *Now with DUETS!*
- *Supports 2 microphones in new multiplayer modes*
- *Play together as a team in Duet Mode or compete head-to-head for bragging rights in Knockout and Sing-Off Modes*
- *Over 35 all-new songs from timeless classics to today's hottest chart-topping hits*
- *New characters, locations, outfits, and bonus items*



EVERYONE
E
Mild Lyrics
ESRB CONTENT RATING www.esrb.org

HARMONIX

PlayStation 2

BEMANI™

www.karaokerevolution.com

KONAMI

KONAMI®, KARAOKE REVOLUTION™ and BEMANI™ are either registered trademarks or trademarks of KONAMI CORPORATION. © 2003 2004 KONAMI. Developed by Harmonix Music Systems. Harmonix is a registered trademark of Harmonix Music Systems, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment, Inc. The rating icon is a registered trademark of the Entertainment Software Association.

KUON

LURCHING TOWARD MEDIOCRITY

Kuon is the kind of game you play not for fun, but rather to satisfy a grim sense of determination and prove you can. Had it been an old-fashioned nonviolent adventure, it could have been great. Instead, the game is burdened with a lousy combat system and cheap sudden-death events, making it little more than just another mediocre survival-horror game.

It's too bad, really. *Kuon* is at its best when it's about exploring creepy passageways and piecing together clues and riddles—the enigmatic story can be confusing due to poor translation, but it's fascinating to the bittersweet conclusion. Unfortunately, unraveling the mystery is much less fun when you're fending off the undead with weak, spindly priestesses who move more slowly than the zombies they battle.

Every minute of *Kuon* is like a homecoming dance for genre clichés. The walls and floors appear to have been decorated by Jackson Pollock during a trip to the blood bank, fighting enemies is frustrating and cumbersome, save devices are strictly rationed, and the plot borrows liberally from more pioneering works like *Silent Hill* and, of course, *The Ring*.

Even on the easiest setting, death is frequent and arbitrary, made all the worse by strange and punishing design decisions. For instance, the game dedicates an entire button to running—but spanks you for using it by inflicting a disorienting (and frequently fatal) status condition called vertigo on you whenever you do run. The only way to avoid keeling over dead is to never to press the Run button, ever.

Dedicated survival-horror fans might have the patience to track down *Kuon*'s better points. The moments of inspiration are there to be found, but they're much less common than the moments of wanting to throw your controller in disgust. « *Jeremy Parish*

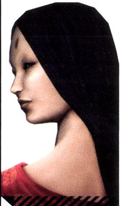
BRAAAINS Challenging puzzles and engaging exploration entertain...

ROTTEN ...but poor combat and other stale survival-horror conventions annoy

CREEPY Characters animate well, but their mouths remain unsettlingly motionless when they speak.

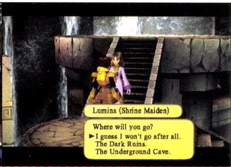
Pub. Agetec **Dev.** From Software **ESRB** M **MSRP** $49.99

RATING [●●◐○○]



Kuon commits the grievous crime of taking place in ancient Japan while forgoing cool, traditional Japanese monsters in favor of generic zombies. We demand one-eyed hopping umbrella ghosts!

B4F
9
Iron Spike
Lv5 19/19
GREEN SLIME
Lv 11
HP 16/13



Where will you go?
►I guess I won't go after all.
The Dark Ruins.
The Underground Cave.

NIGHTMARE OF DRUAGA

OLD SCHOOL, AND NOT IN A GOOD WAY

Anyone who's ever complained that they don't make games like they used to may find *Nightmare of Druaga* to be their cup of tea. But anyone who has enjoyed any of the technical, aesthetic, and gameplay improvements of the past decade will probably want to pass this one up.

Based on *Tower of Druaga*, Namco's arcade game from 1986, *NOD* again features Prince Gilgamesh in his quest to save Lady Ki from evil. The first thing anyone who pops this in will notice are the antiquated graphics. And there's a reason for that: The game is built off the same engine that PS1 game *Chocobo's Dungeon* uses.

The 1999 graphics, however, seem cutting edge once you start to monkey around with the 1992-era gameplay. Relive those halcyon days of grid-based movement and indulge in that time-honored tradition of having to recover all the ground you've already played through if you happen to die toward the end of a dungeon. For those of you who weren't playing games (or not even born) back in 1992, know that there are no do overs—if you die, you lose all of your equipment and half your money. And there's no way to undo it without starting the whole damn game over.

In what may be the most damning indictment, Namco doesn't have the game anywhere on either its corporate or PR websites. Old-school fans might appreciate *NOD* for the nostalgia factor; even so, $40 is a lot to spend for a wander down memory lane. « *Dana Jongewaard*

FARE SAVER Trips to the past can be fun, but eBay and your local arcade both offer cheaper alternatives.

Pub. Namco **Dev.** Chun Soft **ESRB** E **MSRP** $39.99

RATING [●●○○○]

BLOOD WILL TELL

BLOOD'S A NARC! GET HIM!

For a game with such an utterly bizarre premise, *Blood Will Tell*'s odd title only seems fitting. The whole idea behind *Blood Will Tell* is that you're a warrior named Hyakkimaru who had 48 organs stolen from him by fiends because of an evil pact his father made. However, the man who found Hyakkimaru when he was a child was able to build replacements for these missing organs, turning him into a robotic samurai equipped with a rocket-launcher knee and twin swords for arms.

Though absurd, the story is one of *Blood Will Tell*'s best features. As you go from town to town slaying demons, Hyakkimaru and his thief sidekick Dororo are so dynamic that you want to keep playing just to find out what happens next. Of course, there's extra motivation in finding out what new body part Hyakki will receive next, since each new organ grants him better statistics, and in some cases, new abilities.

The mechanics aren't much different from *Devil May Cry*'s—you can upgrade skills, find new weapons, and backtrack to recover all of Hyakki's organs. Dororo also becomes playable during the game's puzzle sections. There's lots of variety and it's balanced well, so you don't grow tired of any single section too quickly, and boss battles are pretty entertaining since most require some strategy beyond just hacking at them with your arm blades. It's surprisingly solid. « *Giancarlo Varanini*

PROS Great story, interesting characters, variation in gameplay mechanics keeps the game fresh

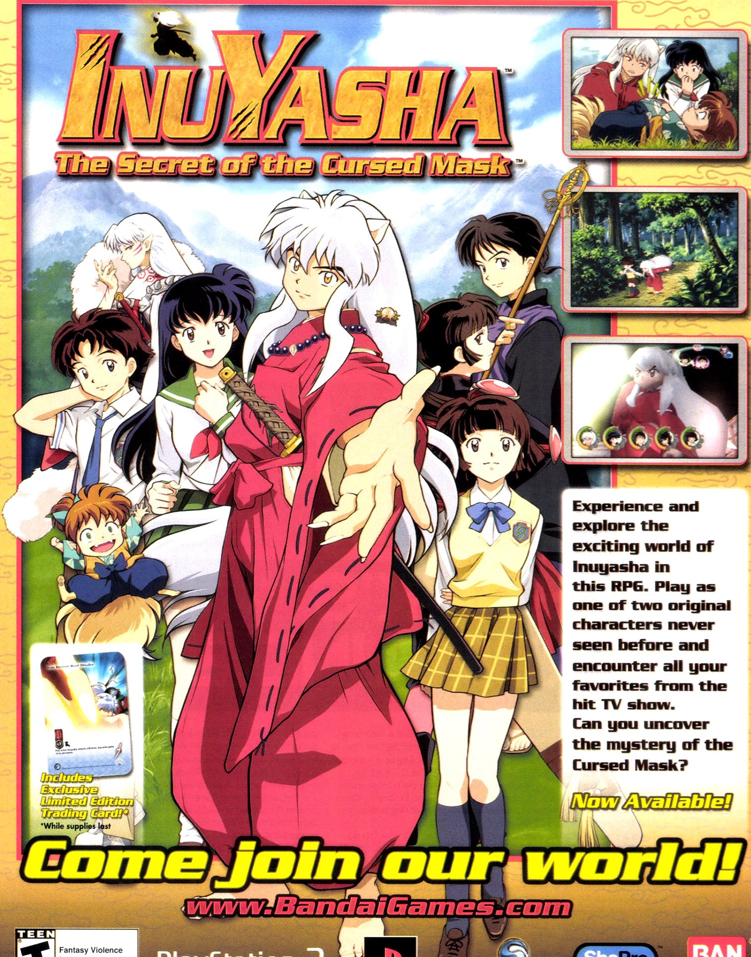
CONS Graphics are pretty bland, some of the jumping puzzles are incredibly annoying

Pub. Sega **Dev.** Red Entertainment **ESRB** M **MSRP** $39.99

RATING [●●●●○]

RED HANDED

You may think *Blood Will Tell* is simply bizarre, but developer Red Entertainment was also responsible for *Bujingai* and *Gungrave*...so it's sort of, you know, par for the course.



INUYASHA™

The Secret of the Cursed Mask™

Experience and explore the exciting world of Inuyasha in this RPG. Play as one of two original characters never seen before and encounter all your favorites from the hit TV show. Can you uncover the mystery of the Cursed Mask?

Now Available!

Come join our world!

www.BandaiGames.com

TEEN
T
CONTENT RATED BY ESRB

Fantasy Violence
Language
Suggestive Themes

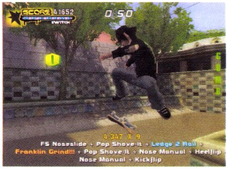
PlayStation 2

SCORE ENTERTAINMENT

ShoPro ENTERTAINMENT

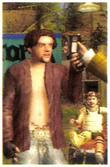
BANDAI

©Rumiko Takahashi/2000, 2004 Shogakukan, Yomiuri TV, SUNRISE Program © 2004 BANDAI. Bandai logo is a registered trademark of Bandai. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. ©2004 Score, Arlington, TX 76011. Score and Score Entertainment are registered trademarks of Donruss Playoff L.P. The ratings icon is a registered trademark of the Interactive Digital Software Association.

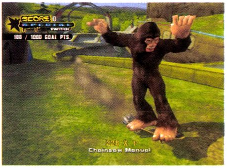

SCORE 41652
0:50
SWITCH
4,347 X 9
FS Noseslide + Pop Shove-It + Ledge 2 Rail + Franklin Grind!!! + Pop Shove-It + Nose Manual + Heelflip + Nose Manual + Kickflip

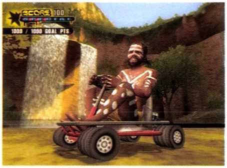
SCORE 2056
SPECIAL
0 / 1000 GOAL PTS.
200 X 1
BS 1260 Nollie Spin

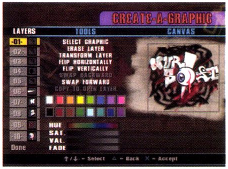
SCORE 0
50 / 1000 GOAL PTS.



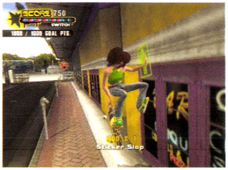
SCORE 0
SWITCH
125 / 1000 GOAL PTS.
Jump + Grind


SCORE 0
SPECIAL
SWITCH
100 / 1000 GOAL PTS.
228 X 1
Chainsaw Manual


SCORE 100
SPECIAL
1000 / 1000 GOAL PTS.


CREATE-A-GRAPHIC
LAYERS
TOOLS
CANVAS
-01-
-02-
-03-
-04-
-05-
-06-
-07-
-08-
-09-
-10-
Done
SELECT GRAPHIC
ERASE LAYER
TRANSFORM LAYER
FLIP HORIZONTALLY
FLIP VERTICALLY
SWAP BACKWARD
SWAP FORWARD
COPY TO OPEN LAYER
HUE
SAT.
VAL.
FADE
↑/↓ = Select △ = Back ✕ = Accept

SCORE 1350
SPECIAL
1000 / 1000 GOAL PTS.


SCORE 750
SPECIAL
SWITCH
1000 / 1000 GOAL PTS.
900 X 1
Sticker Slap

BIG BAD ENDING
If you finished *THUG*, you were treated to one of the coolest bonus levels, like, ever: You got to rock out with Kiss. The bonus level in *THUG2* may not be as high on the nostalgia scale, but it tops the last game's in a lot of ways. No, I'm not giving out specifics, except to say that it's really three levels in one and offers some of the best opportunities anywhere in the game to juice up your stats.

TONY HAWK'S UNDERGROUND 2

WORLDWIDE JACKASSERY

When you first start *THUG2*'s story mode, you may find it surprising that the game bears more of a resemblance to an episode of *Jackass* than to any of the early *Tony Hawk* games. This may bother you. Maybe it's the fact that so much of the story mode consists of objectives that don't rely on skating skills. Goals like finding new characters hidden in the level generally involve more walking around and climbing stuff than they do skating; throwing tomatoes (or Mardi Gras beads, or shrimp) at unsuspecting pedestrians is actually a great deal easier if you're not on your board.

There *are* plenty of goals that require pulling off specific tricks, hitting specific gaps or transfers, or skating a specific line...but the ratio of these to the less skill-related goals is pretty near 50/50. This wouldn't be a big deal if it weren't for the fact that the game engine is designed for *skating*. So running, jumping, climbing, and throwing aren't handled with the kind of accuracy you'd expect from a game that was designed for running, jumping, climbing, and throwing. The result is that half the game feels like it was cobbled together out of pieces that don't quite fit. You end up fighting with the controls for a good portion of the game, and for a series that made its name through incredibly slick, intuitive controls, this is a problem.

Right now you're probably puzzled why I gripe about this so much and still give the game great marks. Well, check this out: Neversoft, no doubt anticipating that longtime fans of the series might be put off by all this rampant *Jackass*-ery, tossed in a classic mode that is set up exactly like the earlier games. You get your S-K-A-T-E, your C-O-M-B-O, your score goals, your trick goals, your secret tapes—everything. It's like a completely separate game included just for *THPS* old schoolers. And when you play in classic mode, without the distractions of the oddball goals, you can really appreciate the fantastic—often brilliant—level design. You can recapture that thrill of finding the perfect line, of beating the sick score, of nabbing that last hidden tape; you can feel the pride of knowing that your progress through the game is a result of your skating skills, not your scavenger-hunt skills.

Add to this the return of the great extras of *THUG*—the online play; the create-a-skater (with EyeToy support); the ability to build your own tricks, challenges, and parks—and you've got a game that should please both old-school fans and newcomers. And that's quite an accomplishment. « *Joe Rybicki*

PROS There's a whole damn lot of game here, no matter what your tastes
CONS The nonskating goals in the story mode can get annoying
BEST WEIRD CHARACTER Australian Aborigine riding a go-kart

Pub. Activision **Dev.** Neversoft **ESRB** T **MSRP** $49.99

RATING [●●●●◐]

WARNING
TREE SAP MAY HARM CONTROLLER.
AFTERGLOW PRO
for Xbox™
AFTERGLOW PRO
for PlayStation®2
AFTERGLOW PRO
for GameCube™

PELICAN
Performance you can trust

visit us on the web at
www.pelicanperformance.com

Console Protection GUARANTEE

Pelican and its logo are registered trademarks of Pelican Accessories. Gamecube™ is a registered trademark of Nintendo of America. Xbox is a registered trademark of Microsoft Corporation. PlayStation®2 is a registered trademark of Sony Computer Entertainment. All products featured are manufactured by Pelican Accessories and are not endorsed by Nintendo of America, Microsoft Corporation, or Sony Computer Entertainment.

WHEN YOUR LIFE CAN BE TAKEN IN A

SPLIT SECOND

YOUR COMMANDS MUST BE TAKEN EVEN FASTER.

Control your elite fighter squadron moment-by-moment using Wingman Command to turn the tides of war.

MG4-2 OSE-GH: 658

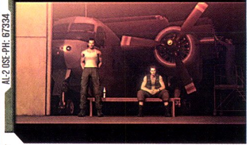
Issue orders and coordinate squadron attacks with split-second precision.

EJ-5 OSE-GH: 65833

Pilot 50 licensed, authentically detailed planes and choose your aircraft colors.

ZF-4 OSE-CH: 31234

Dogfight and dive-bomb in air, sea and land assaults across more than 30 missions.

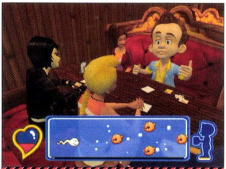


Engage in an epic story with multiple game modes and unlockable extras.

TEEN T ™ Mild Language Violence ESRB CONTENT RATING www.esrb.org

PlayStation®2

ACE COMBAT™ 5 The Unsung War & © 2004 NAMCO LTD., ALL RIGHTS RESERVED. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Entertainment Software Association. All trademarks and copyrights associated with the manufacturers, aircraft, models, trade names, brands and visual images depicted in this game are the property of their respective owners, and used with such permissions./Copyright and other rights owned by BAE SYSTEMS PLC and its partners and are not to be reproduced without the prior written consent of BAE SYSTEMS PLC./Produced under license from Boeing Management Company./MIRAGE and RAFALE are aircraft and registered trademarks of DASSAULT AVIATION./Produced in cooperation with Japan Air Self-Defense Force./Lockheed Martin Trademarks used under license to Namco Ltd./Produced under a license from Northrop Grumman Systems Corporation.



LEISURE SUIT LARRY: MAGNA CUM LAUDE

THANKS FOR THE MAMMARIES

***Leisure Suit Larry* games** have always been about wrapping a basic graphic adventure with tons of innuendo, goofy jokes, and teasing glimpses of digital divas. The original games were made in a time when sexploitation flicks were the main source of titillation. Now you can get away with just about anything short of pornography in a modern-day teen sex comedy, and, well, that's basically what *Leisure Suit Larry: Magna Cum Laude* is—a typical teen sex romp with flashes of comic brilliance and liberal heaps of polygonal mammaries.

MCL blasts a shotgun volley of jokes and non sequiturs that hits on every aspect of pop culture. Besides the usual ribald jokes about failed attempts at sexual congress, there are genuine zingers about things such as the death of 2D side-scrolling games and meta commentary about the ESRB, literary criticism, and *D&D*.

If only the game itself could live up to the comedy. *MCL* eschews the point-and-click and substitutes minigames in its place—the problem is, these minigames are numerous, repetitive, and boring. They're all variations on the drinking-game quarters, being chased, Space Channel 5–esque rhythm games, timing-based button presses, and amateur photography. Load times are lengthy and frequent, leaving the punch lines the only things that motivate you to keep going. Recognition, however, should be given to whomever designed the conversation system. You guide a smiling spermatozoon through an obstacle course, and the icons you collide into determine the flow of conversation. Honestly, the game is pretty slick at smoothly changing the conversation as you go.

As a game, *MCL* is weak, but its amusing content is enough to raise it up a notch; even if you're embarrassed by the clichéd humor found in any movie starring Jason Biggs, there are still some gems of ha-ha within the game. Ironically, *MCL* turns out to be a better boobtastic party game than *The Guy Game*. « *Thierry Nguyen*

NATURAL It's funny, and if you're into that kind of thing, there are lots of digital areolae
SILICONE The actual game portion gets way repetitive and annoying

Pub. VU Games **Dev.** High Voltage **ESRB** M **MSRP** $49.99

RATING [●●◐○○]

DANCE, MONKEY BOY, DANCE!

Looking for another game to help you flail around in front of your TV in a ridiculous fashion? *Sega Superstars* comes out in November.

EYETOY: ANTIGRAV

LIGHTS, CAMERA, INTERACTION

Gamers love control. We love nudging the analog stick and clicking buttons to see what happens onscreen. And *AntiGrav* lets you feel the connection between the real world and a programmed one by using your real limbs. The EyeToy camera tracks the position of your head and hands and translates your movements into character action. And it works amazingly well.

Though the game looks like another board racer with a futuristic theme (and demographically targeted extreme attitude), flying and rail-riding sections punctuate the ramps, big-air cliff drops, and fancied-up stunts. The different elements meld together into one big playground. You can jump off a ramp and pull some tricks, hit a flying portal, and then guide yourself down onto a rail.

The rail sections sound boring on paper, but they might be the best part. You fly down twisting roller-coaster rails lined with targets that shatter when you reach out to them. Harmonix designed lots of interesting patterns to follow, from choppy clusters to long flowing lines.

Cameras as controllers have the same restrictions they face in photography: You need proper lighting. I can't play during certain times of the day (like when my uncovered window lets midday sun in). Still, the game does a remarkable job of creating a motion-capture studio. Folks who complain about the lack of real gameplay innovation should vote with their wallets. « *Robert Ashley*

PROS Sometimes you look like disco-dancing John Travolta
CONS Sometimes you look like that weird kid who always pretends to be an airplane

Pub. Sony CEA **Dev.** Harmonix **ESRB** E **MSRP** $49.99

RATING [●●●●◐]

DID YOU KNOW?

There are well over 15 games based on the *KOF* series. Not too shabby considering the cost of NeoGeo games and the lack of arcade popularity in North America.

TERRY BOGARD
RYO SAKAZAKI

KING OF FIGHTERS: MAXIMUM IMPACT

THE KING HAS LEFT THE BUILDING

It was only a matter of time before SNK made the jump to 3D with its *King of Fighters* series. Sadly, most 2D fighters don't translate well in 3D—a perfect example is the *Street Fighter EX* series, which had most of the traditional moves and *Street Fighter* gameplay intact but lacked the speed and precision of its 2D counterpart. Not surprisingly, *Maximum Impact* shares these characteristics.

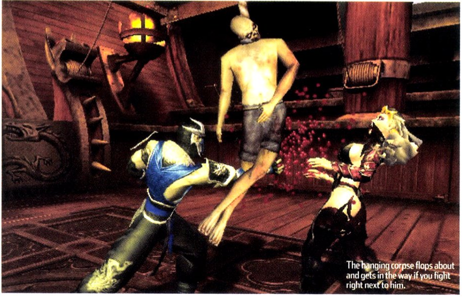
These aren't necessarily bad traits. In fact, there's still some technique involved in stringing together special moves, much as you would in the 2D *King of Fighters* game, but a little button-mashing goes a long way. Novices can string combinations together within moments of picking up the controller, regardless of their familiarity with the series, but there's not much depth for fighting game fans to plumb.

Maximum Impact does try to change up the fighting here and there, particularly in the mission mode. There are several levels in this mode, each with its own unique set of fights that have specific objectives you need to complete, and the whole thing is more entertaining than the main story mode. In some missions, you have only half your health, while in others your button-mashing is severely restricted by making some moves not register with maniacal button-pressing. The game can be fun at times, but serious fighting-game fans needn't bother. « *Giancarlo Varanini*

PROS Cool to see *KOF* characters in 3D, simple fighting techniques
CONS Not much depth to the game

Pub. SNK Playmore **Dev.** SNK Playmore **ESRB** T **MSRP** $49.99

RATING [●●●○○]


The hanging corpse flops about and gets in the way if you fight right next to him.

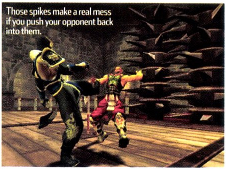
PlayStation 2
PREMIUM PACK
MORTAL KOMBAT
DECEPTION

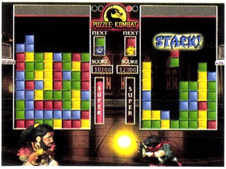
SPECIAL EDITION

If you're a true fan, you can pay an extra $10 for the *Deception* Premium Pack, which includes special-edition packaging, an arcade-perfect version of *Mortal Kombat 1*, "The History of *Mortal Kombat*" video, 15 additional character video bios, and a serialized limited-edition Sub-Zero metal trading card.

MORTAL KOMBAT: DECEPTION

A FIGHTING GAME THAT'S SO MUCH MORE


Those spikes make a real mess if you push your opponent back into them.



Blocks fall in pairs, and you must link colors together and then trigger them with the MK gems to score points.

Going toe-to-toe with any of the other major fighters out there, *Deception* would probably lose. But what *Mortal Kombat* does bring to the table is an enormous amount of game.

The basic kombat mode takes the three-stance system from *Deadly Alliance* and riffs on it in a *Dead or Alive* kinda way with breakable scenery and huge areas filled with environmental hazards. It has everything you would expect if you've been following the series, and if you're a hardcore fan, there's plenty of appallingly written, sub-fan-fic story line. On a fundamental gameplay level, it's prone to button-mashing. If you want proof, Dana walked in while I was fighting the final boss and failing miserably to make an impact. She picked up the pad, mashed the buttons like crazy, and beat the guy after two rounds. It was both thoroughly emasculating and indicative of the game's biggest flaw. There's a fairly deep combo system buried in there somewhere, but you need an inhuman sense of timing and the manual dexterity of a double-jointed octopus to really nail it.

The kombat mode isn't really the meat of the game, though, and you'll soon learn that *Deception* is more of a collection of ideas that pay homage to the overall culture of *Mortal Kombat*. For a puzzle-game sucker like myself, the *Puzzle Fighter*–like puzzle kombat mode is almost worth the price of the game on its own. It's incredibly simple, and while not desperately original or anything, it's spectacularly addictive, especially when played against another player. Similarly, I got a huge kick out of the *Battle Chess*–like chess kombat. The simplified rules and the inclusion of fighting single rounds to win squares achieve an excellent balance that is far more rewarding than you would expect. Finally, there's the mini-RPG-like konquest game, which is essentially a glorified training mode for every character in the game. It's not particularly satisfying, but it's a good place to accumulate koins, which you'll need if you want to open goofy developer photos hidden in the krypt.

Ultimately, your opinion of *Deception* will be affected by your approach. Compare it to *Soul Calibur 2*, and it will seem an inferior fighter. Consider the whole experience, though, and it offers an awful lot of *MK*-themed entertainment that will provide hours of gameplay. « *John Davison*

ONLINE KOMBAT

Puzzle, chess, and kombat modes are all available online, which, as far as I'm aware, is a first for a fighting game on PS2. Personally, I find that going 1-on-1 with random opponents on the Interweb lacks the necessary intimacy for a fighting game, but that's simply a matter of taste. GameSpy provides the servers for the game, and when we tested online play, they were very stable. It should be noted that this was before the game's release, so we've yet to see it with a full traffic load.

KOOL Puzzle and chess modes are great fun, the first online fighter on PS2
KRAP Button-mashing gameplay spoils it

Pub. Midway **Dev.** Midway **ESRB** Mature **MSRP** $49.99

RATING [●●●●○]

TO PLAY
FREE PLAY

MIDWAY ARCADE TREASURES 2

COLLECTIONALITY

Looking at the list of titles included in Midway's second collection of arcade games is not only like peering through a window in time to the glory days of arcades, but it's also like looking at an enormous blueprint for Midway's future game lineups. *Arch Rivals* is an obvious precursor to the *NBA Jam* series. *Cyber Ball* is an early entry into arcade football that opened the door for *NFL Blitz*. *Pit Fighter* helped usher in digitized characters for games like *Mortal Kombat*, which in turn paved the way for adult-oriented violence.

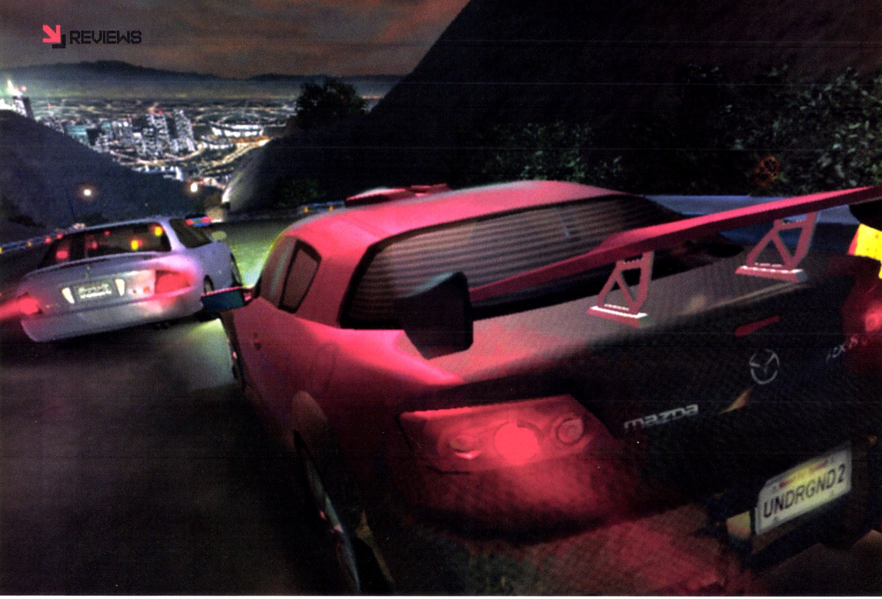
That being said, some of the games in this collection have aged better than others. *Mortal Kombat I* and *II* (which are the main attractions) and *Total Carnage* (which is basically just *Smash TV*) still hold up pretty well. *NARC, Rampage: World Tour, Gauntlet II,* and a few others are still entertaining on a nostalgic level, especially in two-player mode, but the rest of the collection doesn't really cut it anymore. How did they even cut it back when they were released? Actually, *Hard Drivin'* is reminiscent of that flight simulator in the movie *Project X* because it looked cool at the time but looks absolutely horrible by today's standards. Come to think of it, that's kind of fitting because only a chimp that has taken several doses of high-level radiation could derive any sort of pleasure from it.

But there's a certain charm in experiencing games like *Xenophobe, Championship Sprint, Xybots,* and *Wizards of Wor,* regardless of how bad they look—after all, they represent what videogames used to be before the arrival of polygon-pushing hardware and other newfangled technology we're now used to. Plus, they're all quite fun on a very basic level, and combined with some of the more high-profile games included, they make this a worthwhile collection for just about anybody. « *Giancarlo Varanini*

PROS The collection is worth it just for the two *Mortal Kombat* games
CONS Some games haven't aged well but are still fun
WE WANT... Someone to make a game based on *Project X*

Pub. Midway **Dev.** Midway **ESRB** Mature **MSRP** $19.99

RATING [●●●●○]



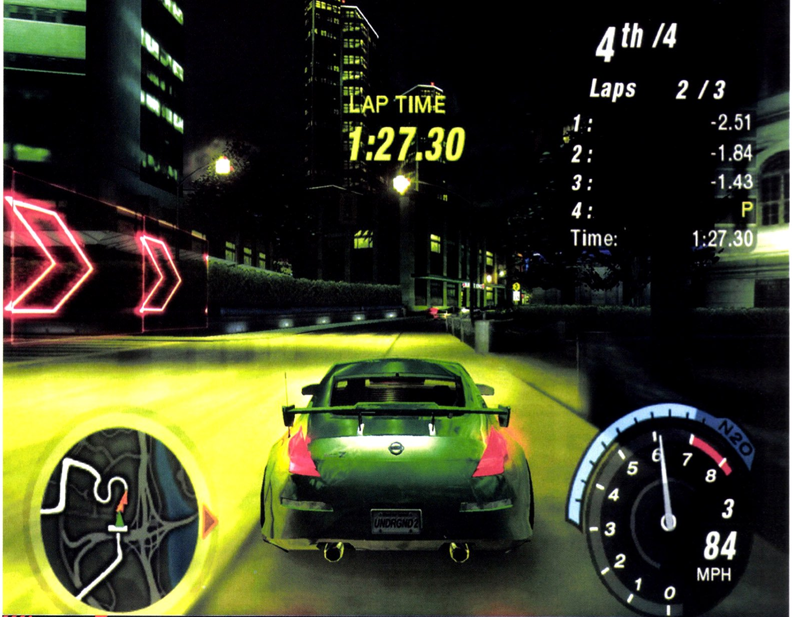
NEED FOR SPEED UNDERGROUND 2

CHANGING YOUR EXPECTATIONS OF A RACING GAME

The significance of the *Need for Speed* franchise was well and truly established by *Underground* last year. It was the No. 2 game behind *Madden* by the end of the year, and that was with only a month's worth of sales. Believe it or not, according to Electronic Arts, the game went on to sell 7.5 million copies worldwide, putting it very high on the list of best-selling games of all time. Kazunori Yamauchi and his team at Polyphony Digital have probably been watching the progress of *Underground 2* very closely indeed, since it's no longer "the sequel to that game with all the import tuner cars" but instead a barometer of car (and to a large extent pop) culture, and potentially the most important racing game on PS2 right now. *Gran Turismo 4* will have a big fight on its hands come December because the rules have changed, and EA is pretty much dictating what the gaming community should expect from a big-budget racer.

When we put *Underground 2* on our June cover this year, it was clear that the game was going to be done on a much grander scale than its predecessor. Executive Producer Chuck Osieja tells us, "The vision from the start has been to take *Underground 2* to a whole new level in terms of the experience and how the player interacts with the world." So did he successfully execute this vision? Most definitely, yes.

As has been widely reported, the game is no longer a linear affair in which you plod through an endless series of challenges; you are now thrust into the vibrant city of Bayview, which is made up of five interconnected neighborhoods. More than 125 miles of road weave together to form a thoroughly believable game world that varies from the twisty suburban hills of Jackson Heights to the dense grid of the city core. The whole place is absolutely gorgeous, too. Although a fantasy city, the influence of Las Vegas, San Francisco, Chicago, L.A., and Tokyo is incredibly apparent, and the architecture and layout changes dramatically as you drive around from the gated homes



RACE!

8 WAYS TO PLAY

Everything you remember from last year's game is still in *Underground 2*, but the circuit, drag, drift, and sprint races from the original are now joined by four new events, which makes your driving career much more varied. The interesting thing is that you don't have to master all eight of them if some don't suit your style of driving. Whereas *Underground* demanded that you complete every race in the game to win, *Underground 2* lets you pick and choose and dictates specifics only in sponsorship challenges.

THE NEW MODES

SuperX is a short technical race that takes place on courses that are very similar to the drift tracks in the original game.

Downhill Drift is exactly what you think it is—a cross between a drift and a sprint...only, duh, moving downhill. It's also noteworthy that the "normal" drift mode now has you racing against three other cars, rather than sliding around the course by your lonesome.

Underground Racing League races are tied in with sponsorships and are organized competitions (often multi-event) on closed courses. This is the new game's nod to "traditional" racing games.

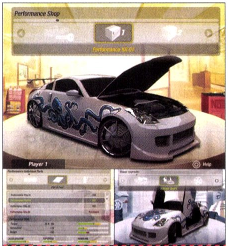
Outrun challenges take place in the open city environment. You can challenge other drivers on the streets, and your goal is to get a set distance ahead of them as you hurtle around the city. These races can go on for a while.

and tree-lined streets of the burbs to the neon-lit crisscross of the city.

Like many of its contemporaries, *Underground 2* sets all of its challenges from within the game world. The streets are, in effect, the game menus, and the environment throws up new challenges for you as your career develops. The fancy term for the game's structure is "emergent gameplay," which is just a clever way of saying that the game evolves at the same pace you do. At the start of *Underground 2*, you are an insignificant pimple on the adolescent face of the tuner-racing scene, just as you were in the first game. You have only enough cash for a seriously unimpressive ride (I started out in a stock banana-yellow Focus), and you have to go out into the world and establish yourself as a hotshot who can go on to keep a garage full of hot wheels, ranging from new Mustangs and GTOs to H2s and Navigators.

The whole emergent thing is actually a bit of a setback at the very beginning, and I would have to say that it's possibly the game's only drawback. First of all, this is very much a follow-up to the first *Underground*, and despite the Brooke Burke–narrated story that has you flying to Bayview to make a new life for yourself, all of the backstory is just a convenient excuse for stripping you of everything you own and justifying why you start the game with such a piece of crap for a car. Early races are extremely difficult to win, and for the first hour, you're locked in a cycle of entering races where you're outgunned, outsmarted, outmaneuvered, and out of luck. Losing, as we all know, sucks, but you're going to have to get used to it if you want to

THE STREETS ARE, IN EFFECT, THE GAME MENUS.

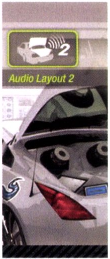


MAKE IT UGLY

BECAUSE APPARENTLY THAT'S WHAT WORKS

Customization, as you would expect, is a big part of *Underground 2*, and the game has considerably more options than the first *Underground*. There are 50 upgradeable components in nine different categories that allow you to tune just about every aspect of your car, and these changes have discernable effects on the way the car rides and even sounds. Add a turbo, and you can hear it whistle and pop as the pressure changes; tweak the suspension settings, and you can feel the way the handling changes on different types of courses.

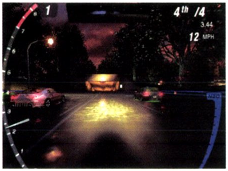
Visual customization is a big part of the game, too, and this feature has been expanded considerably to include many more parts, as well as hydraulics that let you bounce the car up and down at a standstill, desperately impractical scissor doors, and split hoods. The more stuff you have bolted, stuck to, or sprayed on your car, the higher your visual rating. Don't get fooled into trying to be tasteful here. The rating goes up based on the amount of crap you have slapped on your car, so don't be shy. Spinners, hydraulics, vinyl slapped on every surface, sponsorship decals, and obnoxious swaths of carbon fiber are the way to go. The game isn't judging you on your whimsical or delicate taste; it's rewarding your cash-fueled pimpage, so make your sled ugly.

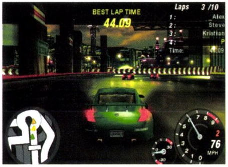


PLAY IT LOUD

As you would expect from an EA game, there's an impressive soundtrack courtesy of EA Trax featuring a broad spectrum of artists and styles. Unlike *Burnout 3*, which suffered some criticism for featuring nothing but bouncy American punk, *Underground 2* has everything from Snoop Dogg (on an exclusive mix of the Doors' "Riders on the Storm") to Ministry, with bands such as Xzibit and Queens of the Stone Age filling in the gaps. All of this can be pumped through another one of the game's new features, the custom audio setups that can be stuffed into the trunk of your car. This is a particularly effective way to get your car's rating up.

Laps 2 / 3
1: Clarence
2: Terry
3: Jackie
4: P
Time: 1:18.77
4
98
MPH





THE PREFERABLE ROUTE IS TO DRIVE REALLY, REALLY DIRTY.

progress. Eventually, you'll latch on to one of two possible methods of progression; if you're a namby-pamby wuss of a gamer, you'll hit the Options screen and flip the difficulty from the default of Medium to Easy. Alternatively, you'll adopt the preferable route, which is to start driving really, really dirty. Although smarter than the A.I. in *Underground*, your opponents aren't exactly smart. Aggressive, yes, but not smart. Whack them in the rear quarter as they're going around a bend, and they'll fail miserably to correct, and you'll be able to zip past them without consequence, thanks to the complete absence of a damage model in the game. Win a few races, and Brooke will start pointing you toward specific events and rewards, which will help you feel like you're actually making some progress.

Once you're over this initial emergent hump, things start to develop in a more satisfying fashion and the signs of progress will become increasingly evident. First, you'll start making some tweaks to your car, which will allow you to take your crappy Focus (or Corolla or Miata or whatever you choose) up against those Supras and 350Zs without getting your ass handed to you in a sling. Things get even more interesting as you win a few races and sponsors start coming out of the woodwork. These guys bone up cash, goodies, and free cars in return for you meeting specific goals. This is where the stricter gameplay structure comes from, and from your first sponsorship on, your progress is based almost entirely on what they want you to do. "Win this, win that, get yourself on this magazine cover and this DVD cover,"

PERSONALITY
MS. BURKE'S, ANYWAY

Some of you complained that *Underground*'s feeble attempt at a story was, well, feeble. There was something about a girl, and there was a guy that...er...oh hell, I don't remember. She seemed all happy at the end, though, and then there was that whole extra race thing at the end, but really, you don't play a game like this for its story.

There seems to be some acknowledgement of this fact in *Underground 2*, although the game does flirt with a little drama from time to time. As your career progresses, you attract attention in Bayview, not all of which involves publishers wanting to slap photos of your ride on the covers of their magazines (another new gameplay mechanic, incidentally—this time, you get to pose your car for the photo, presumably a slight flipping of the bird to *Gran Turismo 4*'s much-lauded photo mode).

The majority of the narration is performed by Brooke Burke, who plays your manager, Rachel, and she introduces you to each of the emergent gameplay features as they, er, emerge. You'll also notice that there are a lot more people just sort of hanging around in *Underground 2* than there are in the first game. It's all got much more of a *Fast and the Furious* vibe to it now, and you don't feel like you're turning up in a random location and racing against a couple of guys in Skylines. There's a feeling of each race being an event, and the crowd of people who dance around the car congratulating your performance reflects your respect level within the world.

they demand. You will appreciate this set of goals enormously because the one problem with games that offer glorious freedom is all that damn annoying glorious freedom.

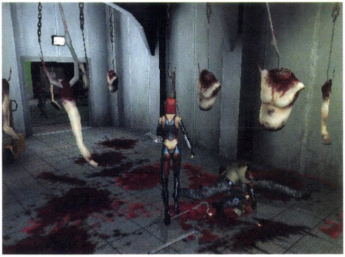
As with the first game, the presentation is spectacular. The graphics are stunning, and despite the game's senior art director Habib Zargarpour telling us "We can still push the PS2 further," I find that pretty hard to believe. *Underground 2* isn't as blazingly fast as *Burnout 3,* but it still feels much faster than its other contemporaries, and it's packed with blurry, wobbly, glary, sexy effects that make it even more convincing than the original game was. Although still a nighttime game, the shiny, wet "just done raining" look is gone—except, of course, when it really *has* just finished raining, something that happens with startling regularity. The misty drizzle you're frequently confronted with has the dubious honor of being one of the few rain effects in a game that actually feels wet.

As a final thought, I have to mention the sound effects, which are without any shadow of a doubt the most amazing I've ever heard in a videogame. The rasp of the engine is so unbelievably believable that you can actually feel the reverberation of the exhaust as the power surges through it. It will change your expectations of what a game can sound like, much as your entire experience with *Underground 2* will change your expectations of what a racing game can be like. « *John Davison*

OMG! Beautiful graphics, startling sound, a gigantic game world to spend hours and hours in
PWN3D! The first hour or so of gameplay will kick your ass

Pub. EA Games **Dev.** EA Canada **ESRB** T **MSRP** $49.99

RATING [●●●●●]



KILL AGAIN

In her quest to kill Kagan, her vampire father (who destroyed her entire family just so that she'd have only him to turn to), Rayne's ultrabloody rampage can't help but inspire memories of *Kill Bill Vol. 1*. In addition to helpless goons spurting blood where an arm used to be, you'll see things like semidecapitations, Bride-to-O-Ren style.

BLOODRAYNE 2

I'M ONLY HAPPY WHEN IT RAYNES

Now that we've seen Rayne singing for Evanescence on MTV2 and showing off her digital naughty bits in *Playboy*, it's easy to forget that, oh yeah, she's also a videogame character. And out of nowhere, *BloodRayne 2* ranks among PS2's best hack-n-slash titles.

To anyone familiar with the original *BloodRayne*—which was a fine game on its own—classifying this sequel as "hack-n-slash" may seem a bit odd. Last time was much more of a run-n-gun affair, with Rayne's patented arm blades coming into play only every now and then. However, the close-quarters combat sucked—something Terminal Reality realized and has remedied to the point that it's the main gameplay component this time around. At the same time, the developer created a plot as interesting as any *Blade* movie (vampire politics and all), while giving its own dhampir both an impressive visual overhaul and a downright likable personality ("I have bowel in my hair," Rayne complains after going inside a giant beast to kill it).

BloodRayne 2's stylish, exhilarating combat comes full of options. You can hack and kick away with lots of intuitive combos up close, blast away with your blood-fueled biogun from afar, slice foes in two as you grind down a rail, or bite them to drain their life source (and add to yours). And now more than a Scorpion-like "get over here" device, Rayne's glorious wrist harpoon can throw enemies in any direction, often to destroy objects in "killing puzzles" (ending others' lives via the likes of a wood chipper and a printing press are the norm in this very violent game). There's also the simple fun of whipping someone off a ledge, then watching the camera follow as he deflects off a beam, through some glass, and onto the floor with a big splat. It never grows old.

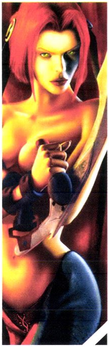
Certain areas might grow old, though, since sporadic moments of great difficulty do occur. However, frustration gives way to a sense of accomplishment once you pass such instances, and the story really does motivate you to keep on playing. Its resolved yet open ending also suggests a *BloodRayne 3*. Bring it on. « *Chris Baker*

BLOOD Solid hack-n-slash combat, great graphics and sense of style, fun character and story, nice level design

DAYLIGHT Some very hard parts, occasional flaws in animation, annoying enemy chatter

Pub. Activision **Dev.** Raven **ESRB** T **MSRP** $49.99

RATING [●●●●◐]



1P=02
2P=02
48%

NEO CONTRA

SO GOOD, BUT SO SHORT

Top-down action and *Contra* generally don't go well together—anyone else remember the disaster that was *Contra: Legacy of War* back on PS1? Thankfully, the connections between that mess of a game and *Neo Contra* end there because *Neo Contra* is actually good. Unfortunately, it's also really short. Essentially, you start off with four levels that you can complete in any order. Once you're done with those, you can move on to the last levels, but the trick is that you have to perform incredibly well in each level to reach the true end of the game. If you don't, then you'll be treated to an alternate ending that's both anticlimactic and unpleasant. On top of all that, you have to start all the way back at the beginning.

Normally, this sort of recipe for a game would be incredibly challenging, but if you're oblivious to the rating and just plow through the game, you're rewarded with another weapon set that's much stronger than the default ones available at the beginning of the game. Consequently, it's also a bit easier to go back through the rest of the game and get a high rating because you probably will have memorized the levels and enemy attack patterns by then.

Neo Contra's still a challenging game, especially since you die after taking one bullet and need to obliterate everything in sight to get the best rating possible. Also, the levels are all really good and fit the *Contra* universe to a tee. What other game has two soldiers riding a torpedo while chasing after a boss that happens to be a dog wearing a kaiser helmet? Still, the development team should've built more levels instead of relying on the rating gimmick to extend *Neo Contra*'s longevity. Without question, it's worth a rental since it takes only a few hours or so to complete; you'd be hard pressed to find any reason to go and buy it. « *Giancarlo Varanini*

PROS Great levels and enemy design, can be very challenging at times

CONS Way too short

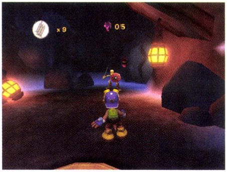
FREAKY That baby head coming out of the monster

Pub. Konami **Dev.** Konami **ESRB** M **MSRP** $39.99

RATING [●●●◐○]

SPYRO: A HERO'S TAIL

THE DOWNWARD SPIRAL CONTINUES



MORE TED PRICE ON SPYRO
"It seems to me at this point that consumers are going to think twice before they buy another *Spyro* game.... What's worse for us at Insomniac is that a lot of people assume *we* made *Enter the*

When Ted Price, who helmed all three *Ratchet & Clank* games, was talking with us last March, another one of his creations, *Spyro*, came up. Price didn't mince any words, saying, "*Spyro* has become an abused stepchild. While Digital Eclipse did a great job on the GBA titles, *Spyro: Enter the Dragonfly* on PS2 and GameCube was an absolute travesty. When it was released, I was polite about it when people asked, having not played the game. But then I played it."

A Hero's Tail isn't going to change Ted's mind. It's an uninspired, uninnovative platform game with incredibly annoying flaws. Combat is brainless—I died more times from wandering into mud puddles (which are apparently deadly and kill you instantly) than I did from enemy attacks. This means that the bulk of the game is spent hunting for dinosaur eggs and light gems. Several of these can be reached only by a drawn-out series of jumps, the tricky one of which is the last, so when you miss it, you have to start the whole lengthy process over—again and again and again.

You're not allowed to use certain skills until you meet the right dragon elder to teach them to you. This is fine for more complex moves, but it's irritating to come across a place that requires a double-jump and be told that you don't know how to do it yet. When you're required to use cannons to break open doors and treasure chests, the shooting mechanism is incredibly unwieldy and imprecise. And the game doesn't save your option preferences if you leave the game and come back, so you constantly have to go back in and change them.

I spent most of my playtime trying to think of a reason why this would be a good use of anyone's $50. I found no reasons for anyone, and definitely none for Mr. Price. « *Dana Jongewaard*

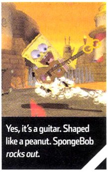
VERDICT With so many other good platformers out at the same time, there is no reason to purchase this outdated, lazy game.

Pub. VU Games **Dev.** Eurocom **ESRB** E **MSRP** $49.99

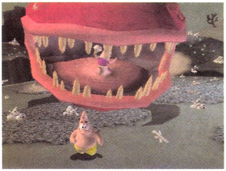
RATING [●●○○○]

SPONGEBOB SQUAREPANTS: THE MOVIE

FOR PEOPLE WHO LIKE FUN



Yes, it's a guitar. Shaped like a peanut. SpongeBob *rocks out.*



My unbridled enthusiasm for the previous *SpongeBob* game, *Battle for Bikini Bottom*, was met with some derision from certain quarters of the hardcore gaming community. These same people have presumably seen the show and dismissed it as childish. Of course it is: That's the whole point. The new game is based on the upcoming movie, which will no doubt establish Nick's biggest star as a multimedia pop-culture phenomenon.

As with *Bikini*, the underlying guts of this new game aren't going to win any awards for being particularly innovative, but the skin that it's wrapped in might. Gameplay is dominated by object collection and several variations on the bop 'em mechanic that dates back to prehistoric times, but these are further enhanced by the new platform-game thing du jour, vehicles. SpongeBob and Patrick hurtle around roller-coaster-like levels in a variety of vehicles that range from old claw-foot bathtubs to the Patty Wagon, a novelty vehicle of surprising speed and maneuverability.

Levels are all imaginative and colorful, and the story of retrieving Neptune's crown to vindicate Mr. Krabs, who has been wrongfully imprisoned for stealing it, is conveyed through voice work and cut-scenes that perfectly evoke the surreal nature of the TV show.

As with the movie, the surrealism of the experience increases exponentially as you progress, with some of the later levels mining a rich seam of humor that kids really won't understand. The beauty of *SpongeBob* is that there's as much in it for an adult as there is for a 5-year-old, and this game captures that essence perfectly. It may not be on the same scale as some of the other platformers reviewed this month, but for me it was an immensely enjoyable game. « *John Davison*

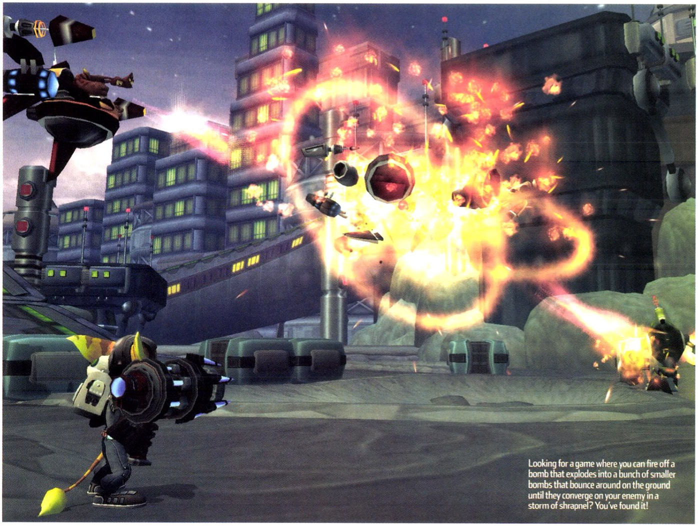
VERDICT A game that's an excellent movie tie-in with great graphics and a funny script, but most of all...it's just fun.

Pub. THQ **Dev.** Heavy Iron **ESRB** E **MSRP** $49.99

RATING [●●●●◐]

RATCHET & CLANK: UP YOUR ARSENAL

PURE ENTERTAINMENT WITH A SIDE OF HILARITY



Looking for a game where you can fire off a bomb that explodes into a bunch of smaller bombs that bounce around on the ground until they converge on your enemy in a storm of shrapnel? You've found it!

FIVE THINGS RATCHET & CLANK: UP YOUR ARSENAL DOES BETTER THAN JAK 3

1 Comedy. While *Jak 3* goes for wisecracks, *Up Your Arsenal* is a little more natural (and a bit more surreal) in its humor.

2 User friendliness. The game never gives you a reason to put it down—ever.

3 Replay value. There are plenty of things to do after beating the game, and more important, cool stuff to get for doing them.

4 Weapons. *Jak's* weapons may look cooler, but *Ratchet* has way, way, way more of them.

5 Driving. *Up Your Arsenal* doesn't have as much of it, but the jeeplike vehicle you drive around Tyhrannosis in should be the template for all cross-country driving games.

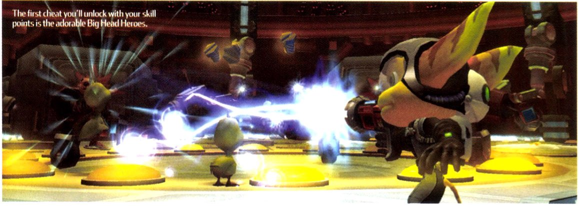
I've never enjoyed a platform game more than I've enjoyed *Ratchet & Clank: Up Your Arsenal*. You may have your fond memories of *Mario* or *Crash* or *Sonic*; hell, I do, too. But for sheer solid, endless entertainment value, I've never played anything better.

After two fantastic predecessors, it basically goes without saying that a *Ratchet* game is going to be loaded with wacky weapons, beautiful levels, and pantloads of stuff to collect. This time around, though, there's just something, I dunno, special going on. It's like a perfect storm of lighthearted platforming, frenzied combat, obsessive collecting, and laugh-out-loud comedy.

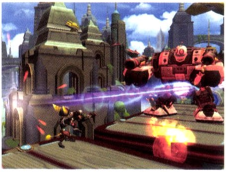
Unlike *Jak 3*, *Up Your Arsenal* doesn't have that much in the way of a story. Oh, it's got a plot that'll keep your interest, but you won't find much to get you emotionally invested. Well, except when the emotion is amusement—the humor here is definitely offbeat, often bordering on the surreal. Consider: a superhero who thinks he's a monkey, a weapon that turns enemies into exploding ducks, an army of cowardly robots, and a supervillain prone to fits that cause him to broadcast bad soap operas from his mouth. This oddball comedy may not appeal to anyone who finds must-see TV to be the height of wit, but damn did it strike me as funny.

This is almost just icing, though, given the excellence of the game itself. The thing about *Ratchet* is that, contrary to old-school platform conventions, it doesn't try to anger you into a commitment by throwing near-impossible tasks at you. Instead, you're constantly rewarded with new and upgraded weapons and gadgets, new levels to explore, and new bits of comedic gold. (This continuous-reward system is sort of like *Burnout 3*'s, now that I think about it.) The result is that you don't need to be a platforming savant to get hooked; it happens early and often.

Of course, this may make ultrahardcore players turn up their noses in disgust; that'd be a shame because there are plenty of extras to be had for the



The first cheat you'll unlock with your skill points is the adorable Big Head Heroes.



CRAZY EIGHT-WAY

Up Your Arsenal's multiplayer mode was once described by an Insomniac employee as the biggest thing to hit platforming games since *Mario 64* introduced 3D. That's overstating things, but it *is* a total blast to find yourself in a firefight in a platform game. Anyone who takes online shooters seriously isn't going to find much to keep his interest here; aiming can feel imprecise, and in the matches I've played, it seems like one team always took a huge lead very early in the game. It's not the most hardcore of online shooters—but for anyone looking for a different take on the *Ratchet* "thing," it's a damn good time.

skilled, dedicated player: Skill points (awarded for performing random tasks like, say, blowing up 40 underwater crates) unlock cheats, titanium bolts (there are a couple hidden on just about every level) unlock additional playable characters, and a bunch of trophies (hidden and goal based) are there for bragging rights. And that's not even mentioning the unlockable and upgradeable weapons, armor, and ship modifications. Yeah, there's a lot to keep you busy once you've played through the game the first time (a task that'll take maybe 15 hours or so). Of course, it *is* possible to collect every last item in the game, but even then you're not done—there's a fully fleshed-out online mode, too, which (if not exactly a hardcore shooter) offers some fast-paced competitive wackiness.

So, let's sum up: friendly enough for the first-time platform player, deep enough for platform veterans, and funny as hell. No, I can't really think of anything to complain about. It's a brilliant game. « *Joe Rybicki*

PROS Laugh-out-loud humor, compulsive upgrading, loads of extras for any skill level

CONS You *can* beat the game in a day and a half—but you'll miss a hell of a lot

Pub. Sony CEA **Dev.** Insomniac **ESRB** T **MSRP** $39.99

RATING [●●●●●]

INSOMNIAC ON NAUGHTY DOG

Insomniac and Naughty Dog work fairly closely together, so we wondered what each studio thought of the other's work. Here's Insomniac's side of the story.

OPM What have you seen of *Jak 3* that made you think, "Damn, I wish we'd done that"?

BRIAN HASTINGS, VICE PRESIDENT OF GAMEPLAY The one thing that always makes me ooh and ahh is the large-scale animated breakable stuff. I think they have some precomputed physics modeling that they do in Maya to make things like really big buildings blow up. Anyway, however they do it, that stuff kicks ass.

OPM What have you seen that made you think, "Tee hee, we did that better"?

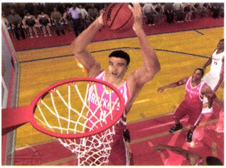
BH I think we handle enemy combat better, partly because of the ability to strafe and simply being able to aim your gun up and down, but also because we've been doing it for a bit longer and have more practice in creating balanced setups and strategic uses for the weapons. I think perhaps we are a bit better at making a game challenging without making it frustrating. Maybe I'm just getting old, but I admit to having a lot of controller-throwing moments in *Jak II*.

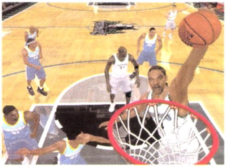
OPM Does it ever bother you that the *Ratchet* series and the *Jak* series have to compete with one another on store shelves?

BH It's an extremely tough and competitive market. The two series get compared and contrasted constantly, and, even more strangely, the hardcore fans of the two series often attack each other like rival factions. I think it's best for both teams if we start to diverge creatively in the future.

016
ACE COMBAT™ 5
THE UNSUNG WAR
OWN THE SKIES: AVAILABLE NOW
HTTP://ACECOMBAT5.NAMCO.COM
OFFICIAL GUIDE
AVAILABLE FROM
BRADYGAMES
TAKE YOUR GAME FURTHER
namco
www.namco.com

4:54
19
WALLACE
30
WORK IN PROGRESS





ONLINE HOOPS

If you want to go online with *ESPN NBA 2K5*, you'll find plenty of modes to choose from, including full leagues, regular challenge games, and the awesome 24/7 mode, which is essentially a basketball RPG that allows you to play around the world in a variety of match types.

ESPN NBA 2K5

THE STEVIE FRANCHISE TO NBA LIVE'S T-MAC

It's not a complete fall from grace for *ESPN NBA 2K5*, but there's definitely some slippage happening. *NBA Live 2005* has not only caught up with my old favorite game of hoops, but also dribbled on past it.

ESPN's problems take you out of the game and remind you that you're not an NBA high flyer, but rather a guy sitting on a couch playing his PS2. For one, offensive players' high-tops are laced with concrete—there's a lot of standing around unless you call a play. And when players do finally move, you realize the passing system is a mess, as too often your pass won't go to the player you want it to (unless you go to the trouble of icon passing, which takes time and can cost buckets). Another passing issue is that all the passes are line drives that are easy to pick off.

Rebounding is another headache. Grab a pillow for repeated punching because you'll need it. You'll hop up for a board, and it will just plain miss your hands. Unless you've put your guy in perfect position, expect to give up more offensive rebounds than a team of 9-year-olds.

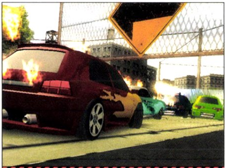
There is good here, though, and plenty of it. The variety of shots trumps *Live*'s, and the franchise mode lets you chat one-on-one with your star players. And the price is so, so right.

If you like slower-paced, realistic hoops for less than half the price, *ESPN* will keep you happy. If you want amped-up gameplay with polish, *NBA Live 2005*'s got what you need. « *Todd Zuniga*

PROS Great price, 24/7 mode feels like two games in one
CONS Poor passing, rebounding, and lazy players
VERDICT The spread is small, but *Live* wins over *ESPN* by a bucket

Pub. Sega **Dev.** Visual Concepts **ESRB** E **MSRP** $19.99

RATING [●●●●○]



CRASH 'N' BURN

WHAT WE EXPECT SALES OF THIS GAME TO DO

If *Crash* weren't just $20, this review would be built around the concept of "Why on earth would you buy this when you could buy *Burnout 3*?" I've sort of promised myself I won't do that, though. Given its comparatively cheap price, I guess you can commend *Crash* for providing a certain degree of value. It has a lot in common with Midway's *Rush* games from five years ago—the same semirealistic tracks based on real locations, the same frenetic arcade-style gameplay, and unlicensed cars that sport the same toylike look. What it adds to the mix is the inclusion of 16 cars in every race, a feature strangely uncommon in racing games, along with a variety of gameplay modes both online and off.

Game modes are all pretty much variations on a theme. You drive fast and try to ram people off the track. There's a normal race mode, a mode in which half the pack goes one way around the track while the other goes the opposite way with the hope that hilarity will ensue, a bomb tag mode, a last-man-standing destruction-derby-type thing, and a mode that's sort of a bomb tag thing through which everyone tries to crash into you. The 16-player online modes are team-based variations on the single-player themes, but like similar modes in games like *Destruction Derby Arenas*, they're not enough to set *Crash* apart from the pack.

Track design is unimaginative, the cars look like they're made of plastic, it's not fast, and the gameplay structure feels clumsy and unfinished. The handling's not bad, and having things burst into flames on the track is actually quite a neat touch, but it's just not very interesting. Ultimately, I have to come back to my original thought: "Why would you buy this when you could buy *Burnout 3*?" Sad for Climax and Eidos, but true. « *John Davison*

VERDICT It would have been great if it had come out four years ago when the PS2 was launched, but now there are so many better alternatives.

Pub. Eidos **Dev.** Climax **ESRB** T **MSRP** $19.99

RATING [●●○○○]

KEEP UP WITH THE DIGITAL TECHNOLOGY SCENE.

sync™

Don't miss this opportunity to get your **FREE TRIAL** to *Sync Magazine*. It's not about the gadget. It's what you do with it. *Sync* shows you the ultimate digital products out there, new ways to live with them and how to get the most out of them.

SIGN UP NOW TO TRY THE PREMIERE ISSUE FREE. GO TO:

http://checkout.syncmagazine.com

SPIDER-MAN 2

(TOBEY MAGUIRE, KIRSTEN DUNST)

Now comes the pain: In *Spider-Man 2*, Peter Parker loses his job, his girl, his confidence, and his Spidey powers. He's just a mess (or a college student, which here, as in the real world, amounts to much the same thing). Depending on who you are, you can take all this as a pop-culture examination on what it means to take responsibility for your own identity, or you can take it to mean that the filmmakers simply went out of their way to make sure the sequel had enough of its own story so that it wouldn't suck in relation to the first film. Either way, it succeeds, although I suppose it would be churlish to note that the "loss of powers leads to acceptance of identity" thing is just totally ripped off from *Superman 2*. So forget I mentioned it.

What the *Spider-Man* films lack are decent villains. People seem to think that Doc Ock (Alfred Molina) is a superior villain to the first film's Green Goblin, but to me it's six of one and a half-dozen of the other. Both villains seem tacked to the script simply to make sure that Peter Parker doesn't spend two hours with his head up his overly introspective ass. And that's fine; the fact that both films are as good as they are even without great villains is a testament to their writing, directing, and acting. But I can't help wondering how much better they would have been with memorable villains.

It's why, as good as the *Spider-Man* films are, in my opinion they're not great. Peter Parker's personal journey is incomplete without a great antagonist to test his powers and his belief in himself. *Spider-Man* showed that with great power comes great responsibility; *Spider-Man 2* shows that great responsibility requires great faith in oneself. Hopefully, *Spider-Man 3* will show that great faith needs a great antagonist to test it. Until then, this series is incomplete: So near greatness, but missing that final piece.

RATING [●●●●○]

AROUND THE WORLD IN 80 DAYS

(Jackie Chan, Steve Coogan)

This movie made half the domestic box office of the other film named *Around the World in 80 Days*, which came out in 1956, when the average ticket price was 50 stinkin' cents. The really sad thing is that this version doesn't entirely stink: Jackie Chan does his thing, there are a couple of laughs, and everybody walks away reasonably amused. But let's just admit that the market for Victorian-era family-friendly comedies is never coming back and some people were foolish for believing it might.

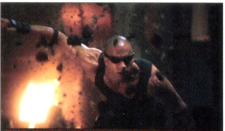
RATING [●●◐○○]

ELF

(Will Ferrell, James Caan)

Will Ferrell probably wouldn't have guessed that his most popular film role would be the one that has him galumphing around in an elf costume, but when it comes to cracking $12 million per film, you take what you can get. And, anyway, why not *Elf*? It may be fairly ludicrous, but it's pretty darn funny, and if anyone could make you believe a naive adult human has been raised by Santa's elves and then released into the "real" world to find his biological father in New York City, it's going to be Ferrell, who plays the part without the slightest trace of irony (which, let's be honest, is how it needs to be done). Also, of course, he's absolutely right: The department store Santa sits on a throne of lies. Comedy and truth, all in one curly-shoed package—plus Bob Newhart, who plays Ferrell's adopted elf father in his typical, amusingly understated but nice fashion. Old comedy stylings, meet the new comedy stylings.

RATING [●●●◐○]



THE CHRONICLES OF RIDDICK

(Vin Diesel, Judi Dench)

You don't know how much it hurts me to call this a piece of crap, since I dig both Vin Diesel and the Riddick character. But it's top-heavy with ridiculous plot elements (writer/director David Twohy was apparently working on the principle he'll probably never get this much money to make a film again, so why not go overboard?), and Riddick has been transformed from a resourceful antihero into a standard beefy hero jerk, which Diesel plays by growling and flexing rather than acting.

RATING [●●○○○]

HP & THE PRISONER OF AZKABAN

(Daniel Radcliffe, Gary Oldman)

This is the *Harry Potter* film that finally gives the series critical credibility, which is, I think, a little harsh on the first two films. At the same time, this *is* best film in the series: Harry and his pals are finally beyond the tween years, and this film packs in genuine menace with the spooky dementors and the fabulous Gary Oldman as Sirius Black, the title prisoner who may or may not have it in for Harry. Alfonso Curaón lives up to his reputation by making the series darker but dropping in loads of humor as well.

RATING [●●●●○]

DVD RELEASES

November 2, 2004
Around the World in 80 Days
Star Trek: Season 2
The West Wing: Season 3

November 9, 2004
Before Sunset
M*A*S*H: Season 7
Shrek 2
Star Trek Voyager: Season 5
The Stepford Wives

November 16, 2004
Buck Rogers in the 25th Century: Complete Series
Buffy the Vampire Slayer: Season 7
The Chronicles of Riddick
Elf
Smallville: Season 3

November 23, 2004
Harry Potter and the Prisoner of Azkaban
Seinfeld: Seasons 1, 2, & 3
The Terminal

November 30, 2004
Hero
Spider-Man 2

SHREK 2

(Mike Myers, Eddie Murphy)

I was less impressed than most people with the original *Shrek* when it came out, but endless repeat viewings (thanks to a then 3-year-old in the house) finally sold me its take on fairy tales. Now *Shrek 2* comes along, and guess what? I'm again less impressed with the flick than most. It's cute and all, and I get a kick out of Shrek dealing with his rude and obnoxious father-in-law, but, eh. I wasn't grabbed. I suspect another 48,000 viewings with my now 5-year-old will fix that, but for now, I'm just not there yet.

RATING [●●●●○]

THE TERMINAL

(Tom Hanks, Catherine Zeta-Jones)

Hanks is a traveler from an anonymous eastern European country who gets indefinitely stranded at an airport, and because he's Tom Hanks, he makes it look like being stuck at an airport might actually be fun (it's not). By all rights, at this point in time, we all should be well and truly sick of Hanks, whose everyman shtick is so obvious that he can and probably does do it in his sleep. But getting tired of Hanks is like kicking a puppy: You can do it, but it doesn't say good things about you. He's good. The film's good.

RATING [●●●◐○]

HERO

(Jet Li, Zhang Ziyi)

Yimou Zhang's reputation as a director was made over a decade ago with *Raise the Red Lantern*, but *Hero* is likely to be the film that gets him remembered around the world. This is a lush, achingly lovely, and color-mad film in which the story of an assassin (Jet Li) confronting an emperor is just the setup for some amazing story and action set-pieces that take the magical realism of *Crouching Tiger, Hidden Dragon*'s action and bump it up a notch (or two). If you miss this one, kick yourself.

RATING [●●●●●]

THE STEPFORD WIVES

(Nicole Kidman, Matthew Broderick)

A high-powered TV executive (Kidman) moves to the suburbs, where the women are all a little...off. (If you haven't seen the original film, which made the term "Stepford wife" a household epithet, I won't spoil it.) There's basically one reason to see *The Stepford Wives*, which is to get your fill of the hilariously bitchy jokes that screenwriter Paul Rudnick has stuffed into the film. For my money, Rudnick is one of the funniest screenwriters working today, and if he's not so good with a plot, well, no one's perfect.

RATING [●●●●○]

REGISTER TODAY
WWW.WCGUSA.NE
SAMSUNG
WCG
WORLD CYBER GAMES
WWW.WORLDCYBERGAMES.COM
+
YOU
=
SIMPLE ENOUGH?
WWW.WCGUSA.NET
ELECTRONIC GAMING MONTHLY
COMPUTER GAMING WORLD
1UP.com
WWW.WORLDCYBERGAMES.CO

REPLAY

142>

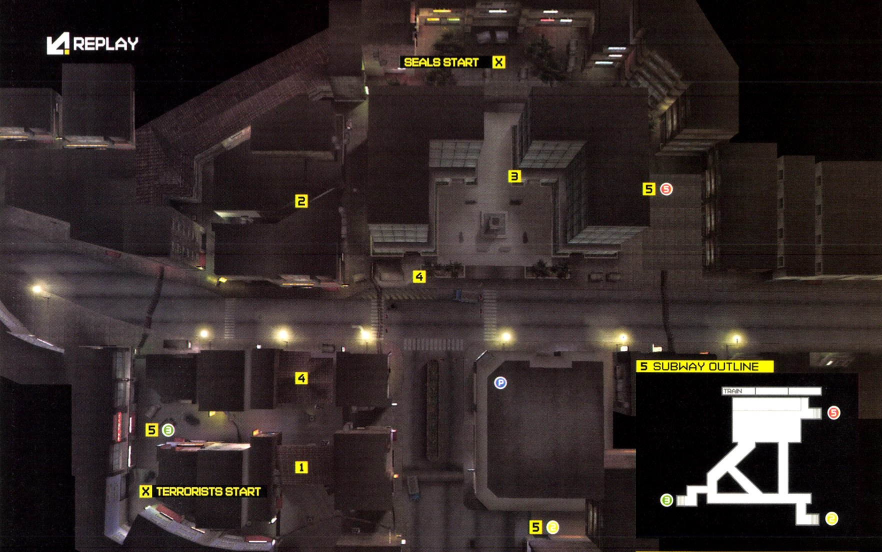
STAR WARS

NAVIGATE CLOUD CITY IN BATTLEFRONT

PARTNERSHIP WITH PRIMA
Prima Games, leading publisher of gaming guides, provides *OPM* with top-of-the-line strategies every month. In this issue, Prima's strategy gurus share their expertise on *Burnout 3: Takedown*, *Second Sight*, and *Star Wars Battlefront*. Trust us, these guys know their stuff.

INSIDE

134 **SOCOM II: AFTER HOURS**
Learn your way around this exclusive new map—available only in *OPM*.
136 **BURNOUT 3: TAKEDOWN**
Every crash headline, every takedown trophy, and two kick-ass vehicles.
138 **THE SPORTS GUY**
No football?!? Are they crazy?!?
139 **10 MOST BORING GAMES**
Can't sleep at night? Now you can.
140 **SECOND SIGHT**
Float through the first five levels.
144 **READER REVIEWS**
You rate the games—and the critics.



SOCOM II: AFTER HOURS

THE BEST SNIPING SPOTS IN THIS BRAND-NEW MAP

Hey, subscriber. Yeah, we're talking to you. You have this all-new *SOCOM II* map in your hands, and it's still a couple weeks before this issue goes on sale on the newsstands. What are you going to do with this head start you have on all the other *SOCOM II* players?

You're damned right, you're gonna practice. And we're here to help. Here's our list of some of our favorite hide-and-go-boom sites in After Hours.

1 THE CYBER CAFÉ

One of the most versatile locations on the map, and it's just steps away from the terrorists' start point. Climb up the crates to get to the lower rooftop. From here you can access a higher snipe point by jumping on the ventilation ducts, or go through the window into the café itself. Inside, you'll find a patio that offers views to the north and east and breakable windows that offer a fine line of sight to the two-story parking garage across the street.

2 THE FIRE ESCAPE

This one is nearly as useful as the cyber café, but it takes a bit more work to get to. Climb the ladder in this narrow alley and enter through the window. Follow the stairs and you'll come out on a patio with a fine view of the central street.

3 THE OFFICE BUILDINGS

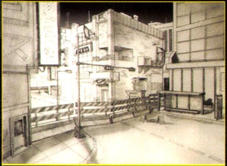
Climb onto the planters right next to the doorways of these two identical buildings and you'll be able to use the awnings to get to the ledges that run across three sides of each building. There's not a lot of cover here, but it never hurts to have the high ground.

4 LEDGES AND ROOFTOPS

There are several other areas in the map that don't really offer much of a vantage point for sniping, but they're areas that may not look accessible at first glance, so they work well as surprise tactics to mix up your game.

5 THE SUBWAY SYSTEM

Three different entrances make the subway tunnels seem like a labyrinth, but they're simpler than they look. Check out the easy-to-follow map above!



FUNK SEOUL BROTHERS

The *SOCOM* team took loads of photographs of this Korean city for resource material. When the game was released there, the city leaders were reportedly displeased with the (quite accurate) portrayal of trash in Seoul's alleys.

PS2 TRICKS AND REVIEW ARCHIVE

Game names in black bars indicate a Greatest Hits title.
Names in yellow indicate a score of 5 out of 5.
⚡indicates the game supports online play.

GAME	PUBLISHER	SCORE	ISSUE
.hack//INFECTION	Bandai	●●●◐	65
.hack//MUTATION	Bandai	●●●●	69
.hack//OUTBREAK	Bandai	●●●●	73
.hack//QUARANTINE	Bandai	●●●●	76
18 Wheeler American Pro Trucker	Acclaim	●●●●	52
4x4 EVO	GOD Games	●●●●	44
2002 FIFA World Cup	EA Sports	●●●●	58
Ace Combat 04: Shattered Skies	**Namco**	●●●●◐	**51**
Activision Anthology	Activision	●●●●	64
Aero Elite: Combat Academy	Sega	●●●	67
The Adventures of Cookie & Cream	Agetec	●●●◐	44
Aggressive Inline	Acclaim	●●●●◐	59
Airblade	Namco	●●●●	53
Airforce Delta Strike	Konami	●●●	78
Alias	Acclaim	●●◐	81
Aliens Versus Predator: Extinction	EA Games	●●●◐	72
All-Star Baseball 2002	Acclaim	●●●◐	44
All-Star Baseball 2003	Acclaim	●●●◐	56
All-Star Baseball 2004	Acclaim	●●●	67
⚡All-Star Baseball 2005	Acclaim	●●◐	80
Alter Echo	THQ	●●	73
American Idol	Codemasters	●	77
⚡Amplitude	Sony CEA	●●●●	68
Antz Extreme Racing	Empire	●◐	61
Ape Escape 2	Ubisoft	●●●●◐	70
Aqua Aqua	3DO	●●	42
Arc the Lad: Twilight of the Spirits	Sony CEA	●●●●	70
Arctic Thunder	Midway	●	50
Armored Core 2	Agetec	●●●	39
Armored Core 2: Another Age	Agetec	●●●◐	48
Armored Core 3	Agetec	●●●◐	61
Armored Core: Nexus	Agetec	●●	85
Army Men: Air Attack	3DO	●●●◐	44
Army Men: Green Rogue	3DO	●●	45
Army Men RTS	3DO	●●●●	56
Army Men: Sarge's Heroes 2	3DO	●●◐	45
Asterix & Obelix Kick Buttix	Atari	●●◐	85
Astro Boy	Sega	●●●	85
Athens 2004	Sony CEA	●●◐	83
ATV Offroad Fury	**Sony CEA**	●●●●	**42**
⚡ATV Offroad Fury 2	**Sony CEA**	●●●●	**64**
ATV Quad Power Racing 2	Acclaim	●●●●	66
⚡Auto Modellista	Capcom	●●◐	69
Backyard Baseball	Atari	●●◐	81
Backyard Wrestling: Don't Try This at Home	Eidos	●●◐	75
Baldur's Gate: Dark Alliance	**Interplay**	●●●●◐	**52**
Baldur's Gate: Dark Alliance II	Interplay	●●●◐	77
Barbarian	Titus	●●	57
The Bard's Tale	Vivendi Universal	●●●●◐	86
Bass Strike Virtual Fishing Tournament	THQ	●◐	51
Batman: Rise of Sin Tzu	Ubisoft	●●	74
Batman: Vengeance	Ubisoft	●●●	51
Battle Engine Aquila	Atari	●●●◐	65
Battlestar Galactica	Vivendi Universal	●●●	76
Beyond Good & Evil	Ubisoft	●●●●	75
Big Mutha Truckers	Empire	●●●	71
Bionicle: The Game	EA Games	●●◐	75
Black & Bruised	Majesco	●●●●	67
Blade II	Activision	●●	62
Blood Omen 2	Eidos	●●●◐	57
BloodRayne	Majesco	●●●◐	63
Bloody Roar 3	Activision	●●●◐	47
Bloody Roar 4	Konami	●	75
Blowout	Majesco	●●●	77
BMX XXX	Acclaim	●◐	65
Bombastic	Capcom	●●◐	72
Breath of Fire: Dragon Quarter	Capcom	●●●●	67
Britney's Dance Beat	THQ	●●●●	58
The Bouncer	Square EA	●●●	42
Buffy the Vampire Slayer: Chaos Bleeds	Sierra/Fox	●●●◐	73

FRIENDLY SKIES

See if the fifth iteration of *Ace Combat* measures up to the last one—the review is on page 112.

FLASHDANCE

Not only can you get a workout, you can watch yourself doing it with the latest *DDR*.

GAME	PUBLISHER	SCORE	ISSUE
Bujingai: The Forsaken City	Bam	●●●●	82
Burnout	Acclaim	●●●●◐	52
Burnout 2: Point of Impact	Acclaim	●●●●	63
⚡Burnout 3: Takedown	**EA Games**	●●●●●	**85**
Butt-Ugly Martians: Zoom or Doom!	Crave	●●	73
Cabela's Big Game Hunter	Activision	●●◐	67
Cabela's Dangerous Hunts	Activision	●●◐	76
Cabela's Deer Hunt 2004 Season	Activision	●●◐	74
Cabela's Deer Hunt 2005 Season	Activision	●●●●◐	85
Capcom vs. SNK 2	Capcom	●●●●◐	51
Carmen Sandiego: The Secret of the Stolen Drums	Bam	●●◐	77
CART Fury	Midway	●	47
Casper: Spirit Dimensions	TDK Mediactive	●●◐	50
Castlevania: Lament of Innocence	Konami	●●●●	74
The Cat in the Hat	Vivendi Universal	●●	76
Catwoman	EA Games	●	84
⚡Champions of Norrath: Realms of EverQuest	**Sony Online**	●●●●◐	**78**

Want to start *Champions of Norrath* at level 20? We've got the code that will give you just that.

Start a new character. As soon as you have control of him or her, press L1, R2, Triangle, and R3 at the same time.

GAME	PUBLISHER	SCORE	ISSUE
Chaos Legion	Capcom	●●●◐	70
⚡Chessmaster	Ubisoft	●●●◐	70
Choplifter: Crisis Shield	Xicat	●●●	69
ChoroQ	Atlus	●●●◐	86
City Crisis	Take-Two	●●●	48
Clock Tower 3	Capcom	●●●	68
Combat Elite: WWII Paratroopers	Acclaim	●●●	83
Colin McRae Rally 3	**Codemasters**	●●●●●	**68**
Commandos 2: Men of Courage	Eidos	●●	62
Conflict: Desert Storm	**Gotham Games**	●◐	**63**
Conflict: Desert Storm II	Gotham Games	●●●	74
Conflict: Vietnam	Global Star	●●◐	86
Conflict Zone	Ubisoft	●●◐	63
Contra: Shattered Soldier	Konami	●●●●◐	64
Corvette	Global Star	●●●◐	81
Cool Boarders 2001	Sony CEA	●●●●	46
Crash Bandicoot: The Wrath of Cortex	**Universal**	●●●◐	**51**
Crash Nitro Kart	Vivendi Universal	●●●◐	76
Crash Twinsanity	Vivendi Universal	●●◐	86
Crazy Taxi	**Acclaim**	●●●●	**46**
Crimson Sea 2	Koei	●●●◐	80
Crimson Tears	Capcom	●●●◐	83
Crouching Tiger, Hidden Dragon	Ubisoft	●●	74
Culdcept	SNK	●●●◐	75
Dark Angel: Vampire Apocalypse	Metro3D	●◐	49
Dark Cloud	**Sony CEA**	●●●●◐	**46**
Dark Cloud 2	**Sony CEA**	●●●●●	**66**
Dark Summit	THQ	●●●◐	52
Dave Mirra Freestyle BMX 2	**Acclaim**	●●●◐	**50**
DDR Extreme	Konami	●●●●	85
DDRMAX	Konami	●●●●	63
DDRMAX 2	Konami	●●●●	74
Dead or Alive 2: Hardcore	Tecmo	●●●●◐	39
Dead to Rights	**Namco**	●●●	**65**
Def Jam Vendetta	EA Sports Big	●●●●	67
Def Jam Fight for NY	EA Games	●●●●◐	85
Defender	Midway	●●●◐	62
⚡Destruction Derby Arenas	Gathering	●●◐	80
Deus Ex: The Conspiracy	Eidos	●●●●◐	56
Devil May Cry	**Capcom**	●●●●●	**50**
Devil May Cry 2	Capcom	●●●	66
Digital Hitz Factory	XS Games	●●●●	76
Dino Stalker	Capcom	●●●◐	61
Disaster Report	Agetec	●●●◐	65
Disgaea: Hour of Darkness	Atlus	●●●●	72
Disney Golf	EA Games	●●●●	61
Disney's Extreme Skate Adventure	Activision	●●●●	73
Disney's PK: Out of the Shadows	Ubisoft	●●◐	63
Disney's Treasure Planet	Sony CEA	●●●◐	64
A Dog's Life	Hip Interactive	●●	84
Donald Duck: Goin' Quackers	Ubisoft	●●●◐	42
Downforce	Titus	●●	57
Downhill Domination	Sony CEA	●●●●	71
Dr. Muto	Midway	●●◐	63
Dragon Ball Z: Budokai	Atari	●●●◐	65
Dragon Ball Z: Budokai 2	Atari	●●◐	76
Dragon Rage	3DO	●◐	54

GAME	PUBLISHER	SCORE	ISSUE
Drakan: The Ancients' Gates	Sony CEA	●●●●	53
Drakengard	Square Enix USA	●●	78
DRIV3R	**Atari**	●●●◐	**83**

With all weapons and invincibility, you can just walk through the streets of *DRIV3R* doing as you please. Just try not to look suspicious as cops pass by.

All Weapons Press R1, L2, Square, Circle, R1, R2, L2

Invincibility Press Square, Square, L1, R1, L2, R2, R2 [NOTE: Does not work in story mode!]

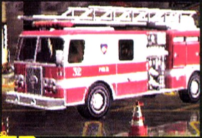
GAME	PUBLISHER	SCORE	ISSUE
Driven	Bam	●	52
Driving Emotion Type-S	Square EA	●●◐	41
Drome Racers	EA Games	●●◐	64
Dropship	Bam	●●●●	57
Dual Hearts	Atlus	●●●	61
Dynasty Tactics	Koei	●●●●◐	61
Dynasty Tactics 2	Koei	●●●●	74
Dynasty Warriors 2	Koei	●●●●	38
Dynasty Warriors 3	Koei	●●●●	52
Dynasty Warriors 3: Xtreme Legends	Koei	●●●◐	65
Dynasty Warriors 4	Koei	●●●●◐	68
Dynasty Warriors 4: Xtreme Legends	Koei	●●●◐	75
Dynasty Warriors 4: Empires	Koei	●●●●	85
Ecco the Dolphin: Defender of the Future	Acclaim	●●◐	56
Echo Night: Beyond	Agetec	●●●	84
Egg Mania: Eggstreme Madness	Kemco	●●◐	61
⚡eJay Clubworld	Crave	●●	73
Endgame	Empire	●●	59
Enter the Matrix	Atari	●●●	71
Ephemeral Fantasia	Konami	●◐	49
Escape from Monkey Island	**LucasArts**	●●●●●	**46**
⚡ESPN College Hoops	ESPN Videogames	●●●◐	76
ESPN International Track & Field	Konami	●●●	39
ESPN International Winter Sports 2002	Konami	●●●●	54
⚡ESPN Major League Baseball	ESPN Videogames	●●●◐	80
ESPN MLS Extra Time	Konami	●●	44
ESPN National Hockey Night	Konami	●◐	45
ESPN NBA 2Night	Konami	●●	42
ESPN NBA 2Night 2002	Konami	●●●	56
⚡ESPN NBA Basketball	**ESPN Videogames**	●●●●●	**75**
⚡ESPN NFL Football	ESPN Videogames	●●●●◐	72
⚡ESPN NFL 2K5	**ESPN Videogames**	●●●●	**84**

Like a true overrated rookie, you can pimp out your crib in all the riches the league has to offer before even stepping on the field. All you have to do is enter the following VIP profile names to unlock all crib items, grant yourself a million crib credits, or even fill your trophy room with all of the game's accolades.

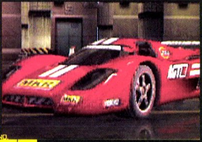
PhatBank	1,000,000 crib credits
CribMax	All crib items unlocked
MadSkilz	Completed every milestone (full trophy room)

GAME	PUBLISHER	SCORE	ISSUE
⚡ESPN NHL Hockey	ESPN Videogames	●●●●◐	73
⚡ESPN NHL 2K5	ESPN Videogames	●●●●◐	85
ESPN Winter X Games Snowboarding	Konami	●●●	41
ESPN Winter X Games Snowboarding 2002	Konami	●●●	53
ESPN X Games Skateboarding	Konami	●●●●	49
Eternal Ring	Agetec	●●	38
Eve of Extinction	Eidos	●●◐	56
Everblue 2	Capcom	●●●	66
Evergrace	Agetec	●●	39
⚡EverQuest Online Adventures	Sony Online	●●◐	66
⚡EverQuest Online Adventures: Frontiers	Sony Online	●●●◐	77
Evil Dead: A Fistful of Boomstick	THQ	●●●	70
Evil Twin	Ubisoft	●●	52
Evolution Skateboarding	Konami	●●◐	63
Evolution Snowboarding	Konami	●	65
Extermination	Sony CEA	●●◐	48
Extreme-G III	Acclaim	●●●●	50
EyeToy: Groove	Sony CEA	●●●●◐	80
F1 2001	**EA Sports**	●●●●●	**52**
F1 2002	EA Sports	●●●●◐	60
F1 Career Challenge	**EA Sports**	●●●●●	**71**
F1 Championship	Ubisoft	●●●●	43
F1 Championship Season 2000	EA Sports	●●◐	41
Fallout: Brotherhood of Steel	Interplay	●●◐	78
Fantavision	Sony CEA	●●●●	40
Fatal Frame	Tecmo	●●●●	55
Fatal Frame 2: Crimson Butterfly	Tecmo	●●●●	77
Ferrari F355 Challenge	Sega	●●	61
FIFA 2001 Major League Soccer	EA Sports	●●●●◐	39

BURNOUT3



NO. 53



NO. 57

The newest incarnation of *Burnout* is riddled with unlockables, including the following newspaper headlines and takedown trophies. While these may not seem like a big deal to you now, collecting all of them is the only way you'll obtain the fire truck and the Euro-circuit racer.

If you unlock all 10 crash headlines, you'll earn car No. 57, the fire truck.

ALL CRASH HEADLINES

Crash headlines are awarded in crash mode, but only if you reach a certain level of destruction in the given area, which means you'll really have to put thought into your pileup masterpiece. Provided is a list of all 10 crash headlines, along with the amounts you'll need to unlock them. Reach the requirement on any of the available tracks in the necessary area to receive the crash headline.

WATERFRONT TIMES
BAYSIDE BLITZ!
Major Crash Blocks Waterfront Traffic

"Bayside Blitz!"
Earn $900,000 in Waterfront.

DOWNTOWN HERALD
DOWNTOWN DEMOLITION!
RUSH HOUR GRIDLOCK AFTER HUGE SMASH

"Downtown Demolition!"
Earn $650,000 in Downtown.

SILVER LAKE LUNACY!
HIGHWAY HAVOC AT SLEEPY RESORT TOWN

"Silver Lake Lunacy!"
Earn $800,000 in Silver Lake.

ENGLISH TRANSLATION
Winter City Frozen!
Massive Pile Up Halts Commuter Traffic

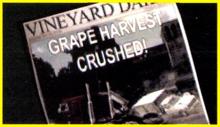
"Winter City Frozen!"
Earn $800,000 in Winter City.

ALPINE NEWS
ALPINE SMASH!

"Alpine Smash!"
Earn $900,000 in Alpine.

RIVIERA POST
RIVIERA WRECK!

"Riviera Wreck!"
Earn $750,000 in Riviera.


VINEYARD DA
GRAPE HARVEST CRUSHED!

"Grape Harvest Crushed!"
Earn $850,000 in Vineyard.

X-treme
DRIVING SWEEPS NATION!
GOLDEN CITY MADNESS!
CRASH BRINGS DELAYS TO MARKET

"Golden City Madness!"
Earn $750,000 in Golden City.

ISLAND DAILY
TROUBLE IN PARADISE!
TRAFFIC MELTDOWN ON DREAM

"Trouble in Paradise!"
Earn $750,000 in Island Paradise.

2004
30・4
DOCKSIDE NEWS
DOCKSIDE RIDGE RUIN!

"Dockside Ridge Ruin!"
Earn $1,000,000 in Dockside.

Earn all 20 trophies, and you'll unlock car No. 53, the Euro-circuit racer.

ALL TAKEDOWN TROPHIES

Trophies can be earned in any race event and are available from the second you start up a new game. The first handful of trophies is pretty easy to acquire. As you progress, however, the trophy requirements become a little more difficult to fulfill. Once you earn all five trophies in one series, you'll unlock a special screen for each category. Listed are the requirements for the trophies in each category.

EASY TAKEDOWN TROPHIES

- Two wall takedowns in one race
- First car takedown
- First aftertouch takedown
- Five takedowns in a race
- First takedown rampage

ADVANCED TAKEDOWN TROPHIES

- First revenge takedown
- First psych-out takedown
- First big-rig takedown
- Two bus takedowns in a race
- 10 takedowns in a race

EXPERT TAKEDOWN TROPHIES

- First double takedown
- Two tram takedowns in a race
- Two trailer takedowns in a race
- Three aftertouch takedowns in a race
- 20 takedowns in a road rage event

CHAMPION TAKEDOWN TROPHIES

- First triple takedown
- 1,500 total takedowns
- 15 takedowns in a race
- 40 takedowns in a road rage event
- 2,000 total takedowns

SOUNDSTATION

BURNOUT 3'S SOUNDTRACK HAS STYLE

Franz
Ferdinand

FRANZ FERDINAND: FRANZ FERDINAND

Five will get you 10 that if you asked any member of Franz Ferdinand to name his favorite historical era, he'd espouse the glories of Germany's Weimar Republic, that strange post-WWI, pre-Nazi interregnum of absolute weirdness, where sexual perversity ruled in cabarets and a wheelbarrow of marks would buy you a loaf of bread. Franz Ferdinand's album is drenched with just that sort of languid, dissolute (and fake) worldliness, the sound of art students listening to too much Kurt Weill and Low-era Bowie. It's the music of people having fun today because they know tomorrow's just going to end badly, and that's a self-fulfilling prophecy if there ever was one. I like it. I worry about what it means if I like it too much.

●●●●○

MOTION CITY SOUNDTRACK: I AM THE MOVIE

Sometimes I let my ears wander around while I'm doing other things and rely on them to let me know when something of interest pops up. In the case of *I Am the Movie*, my ears pinged me for my attention on one track: "The Future Freaks Me Out," which has a cheery, wibbly Cars-like synth line and goofy lyrics that describe the confusion one has when one finally realizes one doesn't care about what's going on in the common culture. Right on! Otherwise, this album of standard, sorta punky rock slid right on by. Which isn't bad, because my ears also let me know when they're irritated, and that didn't happen here, either. Verdict from the ears: They wouldn't mind another listen, but they won't go out of their way for one, either.

●●●○○

MODEST MOUSE: GOOD NEWS FOR PEOPLE WHO LOVE BAD NEWS

The good news is that *Good News* lives up to the critical hype—if you have a triple-digit IQ and occasionally like to employ it when you listen to music, then Modest Mouse's aggressively smart and zany après-Pixies melodicism is going to work for you. The bad news, such as it is, is that a little of this superclever stuff goes a long way. Listening to this album is like trying to play Ping-Pong with two balls: Sure, it's fun and crazy at first, but then it starts to become actual work. For at least the first few spins, pace yourself and do half the album at a time. Just because something's good doesn't mean it's easy.

●●●●○

Sahara Hotnights

SAHARA HOTNIGHTS: KISS & TELL

In a perfect world, every girl group that gets together to, you know, like totally rock would be required to listen to *Kiss & Tell* and then be informed: "If you're not going to at least try to reach this level of cool, you should probably just go home. Right now." It's not that Sahara Hotnights is brilliant, but this all-girl rock quartet gets all the key ingredients mixed together in the right proportion: just enough rock, just enough melody, and just enough attitude. It's bubblegum rock that's a shade less parking-lot skanky than the Donnas, which is a good place for an all-girl band to be. So, all you aspiring gals: Listen and learn. Aspiring guys: You could do worse, too.

●●●◐○

Reggie and the Full Effect
under the tray

REGGIE AND THE FULL EFFECT: UNDER THE TRAY

So there you are, caught between your punk-pop friends and your techno-pop friends. And your punk-pop friends say, "We wanna hear punk-pop!" And then your techno-pop friends say, "That's lame! We wanna hear techno-pop!" And then your punk-pop friends say, "Punk-pop's not lame, you're lame!" And then they all get into a slap fight or something. Well, then you go all U.N. on everyone and put on *Under the Tray*, which has cheeky punk-pop and cheeky techno-pop on it because Reggie just can't decide which to be. And then everyone's happy until they get into a fight about whether to go to Taco Bell or a family restaurant. Hint: All your friends are lame. Leave them and take your CD with you. « John Scalzi

●●●◐○

COVER STORY

GRAND THEFT AUTO: SAN ANDREAS

page 88

CONTENTS

IN THE ISSUE

PlayStation
grand theft auto San Andreas

30 PSP: COMING TO GRIPS
We've played it—should you?

64 HOLIDAY FUN
Whether you're naughty or nice, there's something here you'll like.

88 GTA: SAN ANDREAS
It's the biggest—is it the best? Find out in this exclusive first review.

120 NEED FOR SPEED UNDERGROUND 2
Put the pedal to the metal....

INPUT

22 INPUT
Anyone who likes curling tell us right now at opm@ziffdavis.com.

HYPE

38 TOKYO GAME SHOW
Wacky show goodness from the Far East.

40 FINAL LAP
The latest on *Gran Turismo 4*.

44 THE NEW PS2
Come on, you know you want it.

48 CALL OF DUTY
War is hell, except when it looks like this.

50 METAL GEAR ACID
Practice your virtual shuffling.

52 METAL GEAR SOLID 3
Bring on The Fury, bring on The Pain.

56 THE INCREDIBLES
We can't get enough men in tights.

62 WANDA
Who is known to some of you as *Nico*.

70 THE LIST
It's pretty, it's shiny, you want it.

74 GOLDENEYE: ROGUE AGENT
Misbehaving in classic *Bond* fashion.

80 PRINCE OF PERSIA 2
Hands-on time with the king of adventure.

THE SPORTS GUY

DISPATCHES FROM ACROSS THE POND

TODD ZUNIGA is a former *OPM* staffer turned freelance writer. If you have a question about sports games, want a prediction, or just disagree, mail him at: thesportsguy@ziffdavis.com.

Last month, in the name of videogame research, I left my beloved sports-obsessed American nation and landed squarely in the continent boasting football—not soccer—the Tour de France, a snoozefest called cricket, and a graceful free-for-all referred to as rugby. To be clear, I'm not waxing about live-action events I glimpsed on BBCSport, but rather about the games clogging the shelves at London's Oxford Street GAME store (known as EB in the States).

Instead of shelves lined with *Madden* upon *Madden*, there wasn't one copy of American football in the place! Here they act like *FIFA 2005* is the next coming of David Beckham (though hardcore Brits play *Pro Soccer Evolution 4*—which was released in Japan as *Winning Eleven 8* and will be released in the United States as *Winning Eleven 8 International*—confused?). The cover athletes are a bigger gas. *FIFA* features Patrick Viera, Fernando Morientes, and Andrei Shevchenko, while *PSE4* features perennial Footballer of the Year Thierry Henry with Italy's Francisco Totti and referee Pierluigi Collina! As an American who bought *GameDay '98* because Terrell Davis was on the cover, I can't wrap my head around this one.

Another oddity is the string of soccer games released by Codemasters. Imagine, instead of buying *ESPN Baseball 2K5*, there was *New York Yankees Baseball 2K5*, or instead of the latest *Madden*, the shelves held both *Oakland Raiders* and *St. Louis Rams Football 2005*. Here they've got just that. You can snatch up a copy of *Manchester United Football 2005* or *Arsenal* or *Celtic* or *Real Madrid*. The game bears the name of the team, not the league. Insanity, from my league-centric American perspective.

A TENNIS GAME WON'T SELL A MILLION COPIES OUT OF THE GATE.

For the incapable, there are plenty of soccer management games where you never play the game. Why bother, when you can micromanage a team of 20 players, keeping track of their skills, their biorhythms, and what they had for breakfast. Think *Madden*'s franchise mode without all the *Madden* to support it. No thanks. OK, enough footy chat—though I'd like to say I've bought my first import game (*PSE4*) and I'm loving it.

Now we move on to the part of the show where I pluck a note from the Sports Guy in-box; this one is from GiODaiLLeSt187@aol.com—your Caps Lock get stuck, guy?

Question: "EA has made many quality sports games, like *Madden* and *Live*, and some niche sports games, like *Rugby*. But why not a tennis game? PS2 gamers need something to rival *Top Spin* for Xbox. Does EA have plans for tennis?"

Short answer: No.

Longer answer: EA's guy says, "We're always evaluating new sports to add to the EA Sports family, and tennis is on the list, but there is nothing to announce at this time." Which is shorthand for: A tennis game isn't going to sell a million copies out of the gate. Best to get an Xbox.

On to November's can't-miss contests: Baseball's over, the NHL is on ice. But the sports wheel keeps turnin'. The NBA tips off with the Kings at the Mavericks on opening night (November 2), and the Nets minus K-Mart face off against the Nuggets plus K-Mart on November 23. The NFL features the Seahawks at the Rams (*Madden* says St. Louis wins 29-24) on November 14, along with the Vikings at Lambeau battling the Packers (the Pack slips, losing 27-21), and the Redskins play the Eagles on November 21 ('Skins by 10, 26-16). On the college gridiron, the Georgia Bulldogs, my pick to win the national championship, visit the Auburn Tigers on November 13. «

GAME	PUBLISHER	SCORE	ISSUE
FIFA 2002	EA Sports	●●●●◖	51
FIFA Soccer 2003	**EA Sports**	**●●●●●**	**63**
⚡FIFA Soccer 2004	**EA Sports**	**●●●●●**	**75**
⚡FIFA Soccer 2005	**EA Sports**	**●●●●●**	**86**
⚡Fight Night 2004	EA Sports	●●●●	80
Fighter Maker 2	Agetec	●◖	64
Final Fantasy X	**Square EA**	**●●●●●**	**53**
Final Fantasy X-2	**Square Enix USA**	**●●●●●**	**75**
⚡Final Fantasy XI	**Square Enix USA**	**●●●●●**	**78**
Finding Nemo	THQ	●●●◖	71
Fireblade	Midway	●●◖	59
Fisherman's Challenge	Konami	●●	67
Ford Racing 2	Gotham Games	●●◖	76
Forever Kingdom	Agetec	●◖	53
Forgotten Realms: Demon Stone	Atari	●●●◖	86
Formula One 2001	Sony CEA	●●◖	50
Freaky Flyers	Midway	●●●◖	72
Freedom Fighters	**EA Games**	**●●●●●**	**73**
Freekstyle	**EA Sports Big**	**●●●●**	**59**
Freestyle Metal X	Midway	●●●	71
Frequency	Sony CEA	●●●◖	52
Frogger: The Great Quest	Konami	●◖	53
Frogger's Adventure: The Rescue	Konami	●●◖	76
Front Mission 4	Square Enix	●●●●	82
Fugitive Hunter	Encore	●	76
Fur Fighters: Viggo's Revenge	Acclaim	●●●	46
Futurama	Vivendi Universal	●●◖	72
Future Tactics: The Uprising	Crave	●●●◖	81
G1 Jockey 3	Koei	●●●◖	69
Gadget Racers	Conspiracy	●●●◖	50
Galactic Wrestling Featuring Ultimate Muscle	Bandai	●●◖	82
Galerians: Ash	Sammy	●◖	66
Gallop Racer	Tecmo	●●	48

ROCK-N-ROLL

The one downfall of *Gitaroo Man* is that it doesn't use the *Guitar Freaks* controller. Give us the chance to raise the goblet of rock!

GAME	PUBLISHER	SCORE	ISSUE
Gallop Racer 2003: A New Breed	Tecmo	●●●	69
Gallop Racer 2004	Tecmo	●●●●	85
Gauntlet: Dark Legacy	Midway	●●●◖	46
The Getaway	Sony CEA	●●●●	66
Ghosthunter	**Namco**	**●●◖**	**84**
When you are killing ghosts, it's helpful to avoid becoming one. The following is a code that will keep you alive while ghost busting. Without pausing the game, hold Right on the D-pad while pressing L3 for five seconds; then press triangle.			
Giants: Citizen Kabuto	Interplay	●●●◖	51
Gitaroo-Man	Koei	●●●◖	53
Gladiator: Sword of Vengeance	Acclaim	●●	75
Gladius	LucasArts	●●●●	74
Goblin Commander: Unleash the Horde	Jaleco	●●◖	76
GoDai: Elemental Force	3DO	●◖	54
Gradius III and IV	Konami	●●◖	39
Gradius V	Konami	●●●◖	85
Gran Turismo 3: A-spec	**Sony CEA**	**●●●●●**	**46**
Grand Prix Challenge	Atari	●●●◖	68
Grand Theft Auto: Vice City	**Rockstar**	**●●●●●**	**63**
Grand Theft Auto III	**Rockstar**	**●●●●●**	**52**
Grandia II	Ubisoft	●●●◖	53
Grandia Xtreme	Enix	●●●◖	62
Gravity Games Bike: Street, Vert, Dirt	Midway	◖	61
The Great Escape	Gotham Games	●●●◖	72
GTC Africa	Majesco	●●◖	58
Guilty Gear Isuka	Sammy	●●●●	86
Guilty Gear X	Majesco/Sammy	●●●●	51
Guilty Gear X2	Sammy	●●●●	66
Gungrave	Sega	●●●◖	61
Gungrave: Overdose	Mastiff	●●●◖	86
Gungriffon Blaze	Working Designs	●●●◖	39
The Guy Game	Gathering	●	85

GAME	PUBLISHER	SCORE	ISSUE
Half-Life	**Sierra**	**●●●●●**	**51**
Harry Potter: Quidditch World Cup	EA Games	●●●	75
Harry Potter and the Sorcerer's Stone	EA Games	●◖	76
Harry Potter and the Chamber of Secrets	EA Games	●●●◖	64
Harry Potter and the Prisoner of Azkaban	EA Games	●●●●	82
Harvest Moon: Save the Homeland	Natsume	●●●●	51
Haunted Mansion	TDK	●●●	77
Haven: Call of the King	Midway	●●●◖	64
Headhunter	Acclaim	●●●	57
Headhunter: Redemption	Sega	●●●	86
Herdy Gerdy	Eidos	●●●	56
Heroes of Might and Magic	3DO	●●◖	46
Hidden Invasion	Conspiracy	●●●	60
High Heat MLB 2002	3DO	●●●●	44
High Heat MLB 2003	3DO	●●●●◖	55
High Heat MLB 2004	**3DO**	**●●●●●**	**67**
Hitman: Contracts	Eidos	●●●●◖	81
Hitman 2: Silent Assassin	**Eidos**	**●●●●◖**	**63**
The Hobbit	Vivendi Universal	●●●◖	76
Hot Shots Golf 3	**Sony CEA**	**●●●●**	**55**
⚡Hot Shots Golf Fore!	**Sony CEA**	**●●●◖**	**85**
We have the perfect remedy for those nasty control problems in your golf game: cheat! The pinhole club emphasizes great control for those who have problems getting on the green. The following code will place the club in the shop, making it available for purchase. Enter the password "DGHFRP" to unlock the pinhole club in the shop.			
Hot Wheels: Velocity X	THQ	●●◖	64
The Hulk	Vivendi Universal	●●●●	70
Hunter: The Reckoning–Wayward	Interplay	●●◖	72
Hypersonic Xtreme	Majesco	●●◖	67
I-Ninja	Namco	●●●◖	75
Ico	**Sony CEA**	**●●●●●**	**50**
Indiana Jones and the Emperor's Tomb	LucasArts	●●●	71

GAME	PUBLISHER	SCORE	ISSUE
Indy Car Series	Codemasters	●●●	71
Intellivision Lives!	Crave	●●●◖	77
Island Extreme Stunts	EA Games	●●●◖	65
The Italian Job	Eidos	●●	72
Jade Cocoon 2	Ubisoft	●●●◖	53
Jak and Daxter: The Precursor Legacy	**Sony CEA**	●●●●●	**52**
Jak II	Sony CEA	●●●◖	74
James Bond 007: Agent Under Fire	**EA Games**	●●●●	**52**
James Bond 007: Everything or Nothing	**EA Games**	●●●●◖	**79**

You can obtain these cheats by earning platinum awards.

CHEAT	CODE
All weapons	○, △, ✕, ✕, ○
Cloak	○, △, ✕, △, □
Double ammo	○, ○, ✕, ○, △
Double damage	○, △, △, □, ○
Easier movement in vehicles	○, ✕, ✕, □, △
Full ammo	○, ○, △, □, □
Full battery	○, △, △, ✕, ○
Golden gun	○, △, ✕, ○, △
Improved battery	○, □, □, ✕, ○
Platinum gun	○, □, □, ○, ✕
Slow-motion driving	○, □, △, ✕, △
Unlimited ammo	○, ✕, □, ✕, ○
Unlimited battery	○, □, ○, □, △

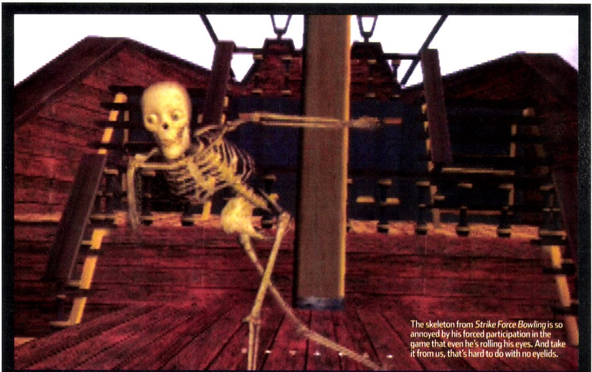
GAME	PUBLISHER	SCORE	ISSUE
James Bond 007: NightFire	Activision	●●●●◖	64
James Cameron's Dark Angel	Sierra	●●	65
Jeopardy!	Atari	●●◖	77
Jeremy McGrath Supercross World	Acclaim	●	53
Jet X20	Sony CEA	●●	63
Jonny Moseley Mad Trix	3DO	●◖	54
Judge Dredd: Dredd vs. Death	Evolved Games	●●◖	80
The Jungle Book: Rhythm n' Groove	Ubisoft	●●●	69
Jurassic Park: Operation Genesis	Universal Int.	●●●●◖	68
K-1 World Grand Prix	Konami	●●	71
Karaoke Revolution	Konami	●●●●	75
Karaoke Revolution Volume 2	Konami	●●●●◖	83
Katamari Damacy	Namco	●●●●◖	86
Kelly Slater's Pro Surfer	Activision	●●●◖	61
Kengo: Master of Bushido	Crave	●●●	42
Kessen	EA Games	●●●	39
Kessen II	Koei	●●●	51
kill.switch	Namco	●●●●◖	75
Kinetica	Sony CEA	●●●●◖	50
The King of Fighters 2000/2001	Bandai	●●◖	76
The King of Route 66	Sega	●●●	67
King's Field: The Ancient City	Agetec	●●	55
Kingdom Hearts	Square EA	●●●●◖	61
Klonoa 2: Lunatea's Veil	Namco	●●●●◖	47
Knockout Kings 2001	EA Sports	●●●●	42
Knockout Kings 2002	EA Sports	●●●●	55
Kya: Dark Lineage	Atari	●●◖	76
La Pucelle: Tactics	Mastiff	●●●●	81
Le Mans 24 Hours	Infogrames	●●◖	48
Legacy of Kain: Defiance	Eidos	●●◖	76
Legaia 2: Duel Saga	Fresh Games	●●●	63
The Legend of Alon D'ar	Ubisoft	●◖	54
Legends of Wrestling	Acclaim	●●◖	53
Legends of Wrestling II	Acclaim	●●●	65
Legion: The Legend of Excalibur	Midway	●●●	59
Lego Racers 2	Lego Media	●●◖	51
Lethal Skies	Sammy	●●●	58
Lethal Skies II	Sammy	●●●◖	74
Looney Tunes: Back in Action	EA Games	●	76
The Lord of the Rings: The Fellowship of the Ring	Black Label	●●●◖	63
The Lord of the Rings: The Two Towers	EA Games	●●●●◖	63
⚡**The Lord of the Rings: The Return of the King**	**EA Games**	●●●●●	**75**
Lowrider	Jaleco	●◖	77
Lupin the 3rd: Treasure of the Sorcerer King	Bandai	●●●◖	78
Mace Griffin Bounty Hunter	Vivendi Universal	●●	71
Mad Maestro!	Eidos/Fresh	●●●	56
Madden NFL 2001	EA Sports	●●●●◖	38
Madden NFL 2002	EA Sports	●●●●◖	48
⚡**Madden NFL 2003**	**EA Sports**	●●●●●	**60**
⚡**Madden NFL 2004**	**EA Sports**	●●●●●	**72**
⚡**Madden NFL 2005**	**EA Sports**	●●●●◖	**83**

In addition to getting Madden cards through in-game packs, you can find these throughout the game by completing certain requirements. To get your hands on some of the coveted cheat cards, obtain gold in the

10 MOST BORING GAMES

THROW AWAY THE AMBIEN—WE'VE GOT NONADDICTIVE SLEEP AIDS FOR YOU

Been plagued by insomnia lately? Well, prepare to catch a little shut-eye by playing any of the following games, which are some of the most boring titles ever to come out for PS2.



The skeleton from *Strike Force Bowling* is so annoyed by his forced participation in the game that even he's rolling his eyes. And take it from us, that's hard to do with no eyelids.

American Idol

A game revolving around a singing competition that you can beat on mute is not exactly gripping fare. Particularly snoozeworthy is the jukebox mode, which lets you watch various generic computer-generated characters sing pop standards. Break out the party hats.

Bass Strike Virtual Fishing Tournament

Nothing like a realistic fishing game to put the bore in boredom. This THQ offering takes a sport with few action-packed moments and spaces them even further apart than a real fishing trip would. And you don't even get the six-pack of beer that you would have in real life.

Mace Griffin Bounty Hunter

When angry man Henry Rollins (who voices Mace) sounds like he's about to doze off, it's not a good sign. Neither are the rooms after rooms after rooms that all look identical.

MTV's Celebrity Deathmatch

We've got a great premise for a fascinating game: Round after round of claymation B-list celebs face off, utilizing generic fighting skills while commentators make lame jokes. No? Doesn't grab you? Then join the rest of the millions who weren't interested either.

RTX Red Rock

What's worse than horrible fighting sequences? Horrible fighting sequences interspersed with long periods of adventuring around and lengthy sleep-inducing puzzles. Now we know why the adventure game is dead.

Seven Samurai 20XX

This game's combat system—mashing Square repeatedly—is so boring and unimaginative that Scooter defeated three straight boss battles while not even looking at the TV screen. Need we say any more?

Strike Force Bowling

Bowling is a sport for which the adjective "unexciting" is usually a charitable descriptor. This game attempts to spice things up by letting you bowl with wacky characters (like skeletons) in wacky settings (like the moon). It doesn't work.

Tomb Raider: Angel of Darkness

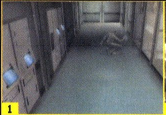
How does one revive a lagging franchise? Not by giving the latest iteration controls that are incredibly inferior to those in previous versions, stretching the story out beyond all interest, and including levels that drag on forever. This game made us all want to see Lara go away forever.

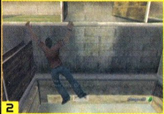
Total Immersion Racing

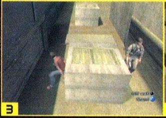
With all the excellent racing titles available, why would you choose a game that offers you nothing you can't find elsewhere done better? Yeah, we couldn't think of any reason either.

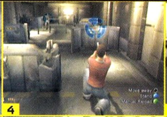
Wrath Unleashed

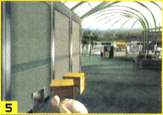
As we said in our review, this is "an RPG that's too simple for strategy fans and too complex for fighting fans." Couple that spellbinding concept with a clichéd premise, uninteresting gameplay, and interminable load times, and you've got yourself a barrel of laughs. Well, that plus the unleashed wrath of the player.

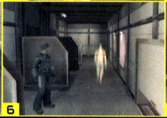

1

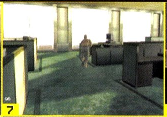

2

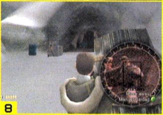

3

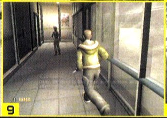

4

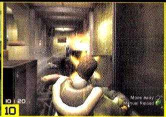

5

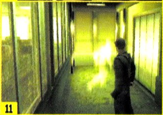

6

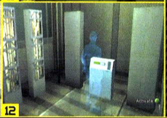

7

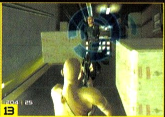

8


9


10


11


12


13

SECOND SIGHT

STEP-BY-STEP GUIDE TO THE FIRST FIVE LEVELS

Have trouble with your real-life telekinesis? Well, we can't really help you with that. You'll have to look for tips on bending spoons with your mind elsewhere. We can, however, help you with the next best thing and get you through the first five levels of *Second Sight* with the following quick-step level walkthrough.

ISOLATION 1

* Use telekinesis on the switch next to the cell door.
* Go through the next two doors, then use your newfound healing ability to heal yourself completely.
* In the next corridor, take your first turn to avoid the guards.
* Get the key card from the counter in the doctors' station.
* Return to the main corridor and fight the guards.
* Use the key card to open the nearby door.
* Move through the next room and the adjacent hallway.
* Use the computer in the next room.
* Open the map and select the elevator to learn the access code.
* Return to the elevator; use the code to enter it.

PREPARATION 2 3 4

* After speaking with Starke, run down the corridor and meet Cortelli.
* Follow Cortelli to the obstacle course.
* Climb over the barricades after Cortelli shows you what to do.
* Crouch and then crawl through tunnel behind Cortelli.
* Walk down the ramp and climb the ladder on your left.
* Hang from the ledge and shimmy left across the water.
* Pull yourself up when you reach the other side, then climb down the ladder.
* Follow Tex's instructions to learn how to use cover.
* Move to the second block for the second stealth exercise. Stay on the opposite side of the block from Tex.
* When he reaches the block itself, crouch and make a break for the entrance.
* Go right and then left to exit the tunnels.
* When you exit the tunnels, stay crouched and avoid the first guard. As soon as he turns his back, move to the trench ahead.
* Stay close to the wall below the guard.
* Scale the next wall and take cover.
* Move past the guard when his back is turned.
* Stay crouched as you move past the guard hut.
* Talk to JC.
* Follow JC's instructions to learn the basics of aiming.
* Score 250 points to pass firing range challenge.
* Return to the obstacle course.
* Make your way back through the obstacle course, shooting all the soldiers you encounter.
* Once you've finished, return to the firing range.
* Talk to Franklin to begin sniper training.
* Score 250 points in the sniping challenge to win.

EXPERIMENTATION 5 6 7

* Use the computer at the guard's desk to unlock the door and turn off the security cameras.
* Go through the hallway into the lobby.
* After the police arrive, jump over the railings in the center of the room.
* Move left and crawl into the vent behind the cardboard boxes.
* Go forward through the door.
* Use telekinesis on the fuse box to distract the guard.
* While he's distracted, go through the second door on the left.
* Move through this room into the next hallway. Go through the door in the top-left of the hall.
* Sneak behind the scientist and go through the door.
* Use telekinesis on the camera to distract the guard.
* Move into the right-hand glass room.
* After you've unlocked charm, charm your way past the guard and enter the animal research lab.
* Activate charm to pass the gorillas and go up the ramp.
* Enter the research room and grab the records room key.
* Use charm to pass the guard again.
* Continue past the next guard and into the door on your right.
* Use the key to open the locked door at the end of the hallway.
* Use the computer on the far side of the room to access your records.

FIELDWORK 8 9 10

* Move to the fence and fire at snipers from cover.
* Follow the squad through the valley.
* After the explosion, move through the cave with Tex and Franklin.
* Kill the two guards.
* Move up to the two wooden barrels at the mouth of the cave and provide cover for the squad.
* Follow Wilde when she takes off down the road.
* Enter the compound.
* Go down the hallway and up the ladder.
* Climb the stairs, then climb the ladder near the storage room.
* Pull the lever to open the door.
* Return to ground level and go through the door.
* Follow Wilde.
* Kill the three soldiers in the next room.
* Continue following Wilde until you come to the next guarded room.
* Kill all five soldiers, including the three on the second floor.
* Climb the ladder; follow Wilde to the control room.
* Use the computer. Wilde gives you the password after an unsuccessful attempt to access it.
* Read the document about Grienko in the computer's waste basket.
* Go back to the ladder, killing the four guards on the way.
* Keep following Wilde and kill all guards in the room at the end.

ESCAPE 11 12 13

* Use charm to get past the guards and enter the elevator outside the records room.
* Activate projection and turn off the three cameras in the area.
* Once again, use projection to deactivate the second security field, then use charm and run through it.
* Take out the guard in the next room.
* Get in the elevator and use projection to activate it.
* After unlocking psi blast, finish off the guards, get their guns, and fight to the top of the ramps.
* Enter the guard station at the top and use the button to open the gate.
* Fight through to the next elevator and use telekinesis to activate the switch nearby.
* Fight your way to the next ramp and move up. Continue up to the final squad of four guards.
* Get in the car to escape.

following challenges.

BROKEN TACKLE BOOST
Ground attack minicamp drill card #195,"Human Plow"

UNLIMITED FIELD-GOAL RANGE
Clutch kicking minicamp drill card #197, "Da Boot"

PASS BLOCKING BOOST
Pocket presence minicamp drill card #208, "Pocket Protection"

LINE PENETRATION BOOST
Trench fight minicamp drill card #209, "Penetration"

QB ACCURACY WILL BE 100 PERCENT
Precision passing minicamp drillcard #210, "QB on Target"

GAME	PUBLISHER	SCORE	ISSUE
Mafia	Gathering	●●●◖	79
Magic Pengel: The Quest for Color	Agetec	●●●●	69
Malice	Mud Duck	●●◖	84
Manhunt	Rockstar	●●●◖	76
The Mark of Kri	Sony CEA	●●●	59
Marvel vs. Capcom 2	Capcom	●●●●	61
Mat Hoffman's Pro BMX 2	Activision	●●●●	60
Max Payne	**Rockstar**	●●●●	**53**
Max Payne 2: The Fall of Max Payne	Rockstar	●●●◖	77
Maximo: Ghosts to Glory	**Capcom**	●●●◖	**54**
Maximo vs. Army of Zin	Capcom	●●●●	77
McFarlane's Evil Prophecy	Konami	◖	84
MDK2 Armageddon	Interplay	●●●◖	45
Medal of Honor: Frontline	**EA Games**	●●●●●	**58**
⚡Medal of Honor: Rising Sun	EA Games	●●●◖	76
Mega Man Anniversary Collection	**Capcom**	●●●◖	**83**

Through the miracle of technology, eight games from one of the greatest franchises in videogame history have been put on one simple disc for our playing pleasure. And in case you forgot your passwords, we thought we'd help ya out.

Mega Man 2: All weapons, items, and four energy tanks
A5, B2, B4, C1, C3, C5, D4, D5, E2

Mega Man 4: All weapons and items
A1, A4, B5, E2, F1, F3

Mega Man 6: All weapons and items
B6, D4, F2, F4, F6

GAME	PUBLISHER	SCORE	ISSUE
Mega Man X: Command Mission	Capcom	●●●◖	86
Mega Man X7	Capcom	●●●◖	74
Men in Black II: Alien Escape	Infogrames	●●◖	60
Metal Arms: Glitch in the System	Vivendi Universal	●●●●	75
Metal Gear Solid 2: Sons of Liberty	**Konami**	●●●●●	**51**
Metal Gear Solid 2: Substance	**Konami**	●●●●●	**67**
Metropolismania	Natsume	●●●	61
Midnight Club	**Rockstar**	●●●●	**39**
⚡Midnight Club II	**Rockstar**	●●●●●	**67**
Midway Arcade Treasures	Midway	●●●◖	76
Mike Tyson Heavyweight Boxing	Codemasters	●	58
Minority Report	Activision	●●◖	65
Mission: Impossible–Operation Surma	Atari	●●	77
Mister Mosquito	Eidos/Fresh	●●●◖	56
MLB 2004	Sony CEA	●●●	67
⚡MLB 2005	Sony CEA	●●●◖	80
MLB SlugFest 20-03	Midway	●●●●	59
MLB SlugFest 20-04	Midway	●●●●	67
⚡MLB SlugFest: Loaded	Midway	●●●◖	83
Mobile Light Force 2	XS Games	●●●◖	69
Mobile Suit Gundam: Encounters in Space	Bandai	●	75
Mobile Suit Gundam: Federation vs. Zeon	Bandai	●●●◖	61
Mobile Suit Gundam: Journey to Jaburo	Bandai	●	48
Mobile Suit Gundam: Zeonic Front	Bandai	●●●	54
Mojo!	Crave	●●◖	73
Monopoly Party	Infogrames	●●●	65
Monster 4x4: Masters of Metal	Ubisoft	●●◖	77
Monster Hunter	Capcom	●●●●	86
Monster Rancher 3	Tecmo	●●●●	50
Monster Rancher 4	Tecmo	●●●◖	75
Monsters, Inc.	Sony CEA	●●●◖	55
Mortal Kombat: Deadly Alliance	Midway	●●●●	64
MotoGP	Namco	●●●●	39
MotoGP2	Namco	●●●●◖	53
MotoGP3	Namco	●●●●◖	67
Motor Mayhem	Infogrames	●●●	47
MTV Music Generator 2	Codemasters	●●●	46
MTV Music Generator 3: This Is the Remix	Codemasters	●●●◖	82
MTV's Celebrity Deathmatch	Gotham Games	●◖	76
⚡MTX: Mototrax	Activision	●●◖	80
The Mummy Returns	Universal	●◖	52

PICK ANOTHER LETTER!

In about a year, this whole column to the right will consist only of sports games, and the M and N sections of our game cabinet will be thoroughly bloated.

IF ONLY...

We would have given *Masters of Metal* a much higher score if it had been about aging rock stars.

GAME	PUBLISHER	SCORE	ISSUE
Music Maker	Magix	●●●●	69
MVP Baseball 2003	EA Sports	●●●◖	67
⚡MVP Baseball 2004	EA Sports	●●●●◖	80
MX 2002 Featuring Ricky Carmichael	THQ	●●●●	47
MX Rider	Infogrames	●●●◖	52
MX Superfly Featuring Ricky Carmichael	THQ	●●●◖	59
⚡My Street	Sony CEA	●●●	67
Myst III: Exile	Ubisoft	●●●◖	63
Mystic Heroes	Koei	●●◖	64
MX Unleashed	THQ	●●●	79
Namco Museum	**Namco**	●●●◖	**53**
NASCAR 2001	EA Sports	●●◖	40
⚡NASCAR 2005: Chase for the Cup	**EA Sports**	●●●●●	**85**
NASCAR Heat	Infogrames	●●●●	47
NASCAR Thunder 2002	EA Sports	●●●●◖	51
NASCAR Thunder 2003	EA Sports	●●●●◖	62
⚡NASCAR Thunder 2004	**EA Sports**	●●●●●	**73**
NASCAR: Dirt to Daytona	Infogrames	●●●◖	63
Naval Ops: Warship Gunner	Koei	●●●	71
NBA 2K2	**Sega Sports**	●●●●●	**53**
⚡NBA 2K3	**Sega Sports**	●●●●●	**63**
NBA Ballers	Midway Sports	●●●●	80
NBA Hoopz	Midway	●●●	44
NBA Jam 2004	Acclaim	●●◖	75
NBA Live 2001	EA Sports	●●●	42
NBA Live 2002	EA Sports	●●◖	51
⚡NBA Live 2003	EA Sports	●●●●	63
⚡NBA Live 2004	EA Sports	●●●●◖	75
⚡NBA Live 2005	EA Sports	●●●●	86
NBA ShootOut 2001	Sony CEA	●●◖	44
NBA ShootOut 2003	Sony CEA	●●●	63
⚡NBA ShootOut 2004	Sony CEA	●●●	75
NBA Starting Five	Konami	●●◖	63
NBA Street	**EA Sports Big**	●●●●●	**47**
NBA Street Vol. 2	**EA Sports Big**	●●●●●	**68**
⚡NCAA College Basketball 2K3	Sega Sports	●●●●	64
NCAA College Football 2K3	Sega Sports	●●◖	60
NCAA Final Four 2001	Sony CEA	●	41
NCAA Final Four 2002	Sony CEA	●◖	52
NCAA Final Four 2003	Sony CEA	●●◖	64
⚡NCAA Final Four 2004	Sony CEA	●●	76
NCAA Football 2002	EA Sports	●●●●◖	48
NCAA Football 2003	**EA Sports**	●●●●●	**60**
⚡NCAA Football 2004	**EA Sports**	●●●●●	**71**
⚡NCAA Football 2005	EA Sports	●●●●◖	83
NCAA GameBreaker 2001	Sony CEA	●◖	41
NCAA GameBreaker 2003	Sony CEA	●●	61
⚡NCAA GameBreaker 2004	Sony CEA	●●◖	73
NCAA March Madness 2002	EA Sports	●●●	53
NCAA March Madness 2003	EA Sports	●●●	64
⚡NCAA March Madness 2004	EA Sports	●●●●	76
Need for Speed: Hot Pursuit 2	**EA Games**	●●●●●	**62**
⚡Need for Speed Underground	EA Games	●●●●◖	76
NFL 2K2	**Sega Sports**	●●●◖	**52**
⚡NFL 2K3	Sega Sports	●●●●◖	60
NFL Blitz 20-02	Midway	●●●●	55
NFL Blitz 20-03	Midway	●●●◖	60
⚡NFL Blitz Pro	Midway Sports	●●●	74
NFL GameDay 2001	Sony CEA	●	40
NFL GameDay 2002	Sony CEA	●◖	53
⚡NFL GameDay 2003	Sony CEA	●●◖	61
⚡NFL GameDay 2004	Sony CEA	●●●	73
NFL Quarterback Club 2001	Acclaim	●●◖	50
⚡NFL Street	EA Sports Big	●●●●◖	78
NHL 2001	EA Sports	●●●●	38
NHL 2002	EA Sports	●●●●◖	50
NHL 2003	EA Sports	●●●◖	63
⚡NHL 2004	EA Sports	●●●●	73
⚡NHL 2005	EA Sports	●●●◖	85
NHL 2K3	**Sega Sports**	●●●●●	**64**
NHL FaceOff 2001	Sony CEA	●●●◖	43
NHL FaceOff 2003	Sony CEA	●●	64
NHL Hitz 20-02	Midway	●●●●	51
NHL Hitz 20-03	Midway	●●●●◖	62
⚡NHL Hitz Pro	Midway	●●●●	73
Ninja Assault	Namco	●●◖	61
No One Lives Forever	Sierra	●●●◖	56
Okage: Shadow King	Sony CEA	●●●	51

GAME	PUBLISHER	SCORE	ISSUE
Oni	Rockstar	●◖	43
Onimusha: Warlords	**Capcom**	●●●●	**43**
Onimusha 2: Samurai's Destiny	**Capcom**	●●●●	**60**
Onimusha 3: Demon Siege	**Capcom**	●●●●◖	**81**

Howdy, partner! Battle as a cowboy warrior or dressed as a panda. We miss you, Ling-Ling!

SAMANOSUKE'S SPECIAL WESTERN OUTFIT
When playing as Samanosuke (versus Jacques), complete the game with a higher ending score for Samanosuke or finish the game with Jacques' Western outfit.

SAMANOSUKE'S PANDA SUIT
Complete the Oni Training minigame, or have an *Onimusha Blade Warriors* save on your memory card. For added fun, press the L2 button to flip the head on and off with different expressions each time.

JACQUES' SPECIAL WESTERN OUTFIT
When playing as Jacques (versus Samanosuke), complete the game with a higher ending score for Jacques or finish the game with Samanosuke's special outfit.

MICHELLE'S WET BATHROOM LOOK
Complete the game with an S ranking on Normal or higher difficulty.

THE ADVENTURES OF HEIHACHI
Complete the game, and this new mode will open up, enabling you to play as Heihachi.

GAME	PUBLISHER	SCORE	ISSUE
Orphen: Scion of Sorcery	Activision	●●●	39
Pac-Man Fever	Namco	●●	60
Pac-Man World 2	**Namco**	●●●●◖	**54**
PaRappa the Rapper 2	Sony CEA	●●●◖	53
Paris-Dakar Rally	Acclaim	●●	53
Phantom Brave	NIS America	●●●●◖	85
Pirates: The Legend of Black Kat	EA Games	●●●◖	55
Pitfall: The Lost Expedition	Activision	●●	80
Pool Paradise	Ignition	●●●◖	83
Portal Runner	3DO	●●	50
Power Drome	Mud Duck	●	84
The Powerpuff Girls: Relish Rampage	Bam	●●	65
Pride FC	THQ	●●●●	65
Primal	Sony CEA	●●●●	68
Prince of Persia: The Sands of Time	**Ubisoft**	●●●●●	**75**
Pro Race Driver	Codemasters	●●●●◖	65
Project Eden	Eidos	●●●◖	52
Pryzm Chapter One: The Dark Unicorn	TDK Mediactive	●●◖	60
Psi-Ops: The Mindgate Conspiracy	**Midway**	●●●●◖	**82**

The only thing better than using your psi powers to lift and fling objects across a room is doing so while dressed like a clown. As a bonus, there's also a code for starting the game with all psi powers.Highlight "Extra Content" in the Main menu and press R1 to enter codes.

431644	Clown General
537893	Start with all psi powers

GAME	PUBLISHER	SCORE	ISSUE
P.T.O. IV	Koei	●●●	66
Q-Ball Billiards Master	Take-Two	●●●◖	40
Quake III Revolution	EA Games	●●●●◖	44
R: Racing Evolution	Namco	●●●●	76
R-Type Final	Eidos/Fresh Games	●●●●	78
Rally Fusion: Race of Champions	Activision	●●●	64
Rapala Pro Fishing	Activision	●●◖	85
Ratchet & Clank	**Sony CEA**	●●●●●	**63**
Ratchet & Clank: Going Commando	**Sony CEA**	●●●●●	**75**
Rayman 2: Revolution	**Ubisoft**	●●●●●	**41**
Rayman 3: Hoodlum Havoc	Ubisoft	●●●◖	67
Rayman Arena	Ubisoft	●●●◖	57
RC Revenge Pro	Acclaim	●●◖	41
Ready 2 Rumble Boxing Round 2	Midway	●●●●	40
Real Pool	Infogrames	●●●◖	40
Red Card Soccer 20-03	Midway	●●●	57
Red Dead Revolver	**Rockstar**	●●●●	**82**

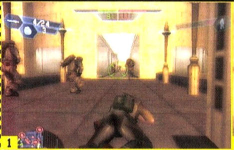
LEVEL REWARDS

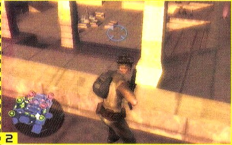
Chasing varmints across dusty locales has its benefits. Here's what fancy shootin'll git yer. The first column of rewards is for a Good rating, and the second column is for an Excellent rating.

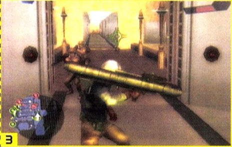
[C] = Character, **[L]** = Level, **[U]** = Upgrade, **[W]** = Weapon

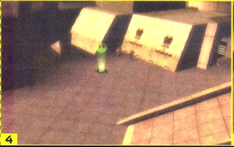
LEVEL	GOOD REWARD	EXCELLENT REWARD
Bull's Eye	**[U]** old pistol	**[L]** Broken Creek
Bounty Hunter	**[C]** "Bloody" Tom	**[C]** "Big Oaf" Whitney
Ugly Streetfight	**[C]** "Ugly" Chris	**[L]** Freak Show
Railroaded	**[U]** owl rifle	**[C]** Rico Pedrosa
Carnival Life	Dead-Eye max-up	**[C]** "Pig" Josh
Freak Show	Health max-up	**[U]** breech loader
Rogue Valley	**[C]** Cooper	**[C]** Bad Bessie

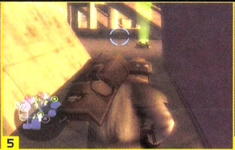
STAR WARS BATTLEFRONT

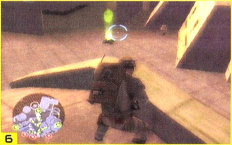

1

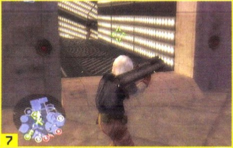

2

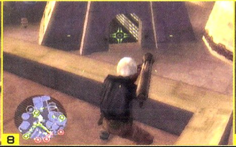

3

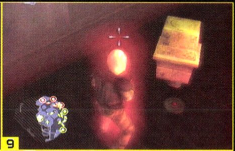

4

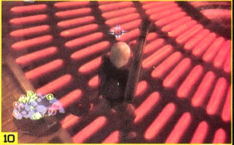

5

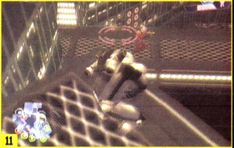

6

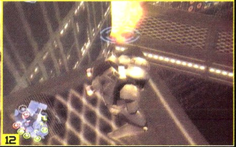

7


8


9


10


11


12

Bespin has no land, but its core is liquid. A band of temperate breathable air exists in the upper atmosphere, where colonists have established floating colonies like Cloud City. Since it was founded, Cloud City's primary industry has been mining tibanna gas, which can be used as a hyperdrive coolant or an energy source for blasters and other weapons.

Under the direction of Baron Administrator Lando Calrissian, Cloud City developed a small tourist industry that includes casinos and luxury resorts. Those trying to escape the turmoil gripping the galaxy can find sanctuary here.

REAR FLANK

INFO

Initial Control: Rebel Alliance/Republic Clone Army

Command Post Type: Light

1 Use marksmen to cover the southern walkway. Drop prone and zoom in on the narrow corridor to pick off incoming attackers approaching from the Imperial-held walkway command post to the east.

2 Because of high traffic in the other passage, use the walkway to the north to snipe enemies in the courtyard. The gunners in the turrets make easy targets.

3 Instead of placing mines in front of the eastern entrance, stick them to the nearby slanted walls. This makes them invisible to attackers attempting to infiltrate the command post from the east. Do the same on the northern entrance to further lock down the position.

4 The Rebel-controlled rear flank is located in this open area in the northwest corner of the map.

REAR ENTRANCE

INFO

Initial Control: Rebel Alliance/Republic Clone Army

Command Post Type: Light

VEHICLES, TURRETS, AND DROIDS

Ammo Droids: 1

5 If defending alone, hide in this small nook to the northwest. From here you can stay out of sight and still spot any attackers approaching the command post. If a thermal detonator finds its way into your hiding spot, move fast.

6 Take the high ground along this ramp to the south. Not only is this a great spot for covering the command post, but it's useful for stifling attackers moving on the upper western walkway.

7 This passage presents a serious threat if the enemy takes control of the chamber. Stick mines to the outside of the entrance to catch attackers by surprise.

8 The chamber passage can also be covered from the ramp to the south. A vanguard or shocktrooper firing missiles down into this narrow passage can wipe out any attack force. Use the ammo droid in the round upper-level room to the south to replenish your missiles.

CHAMBER

INFO

Initial Control: Neutral

Command Post Type: Light

VEHICLES, TURRETS, AND DROIDS

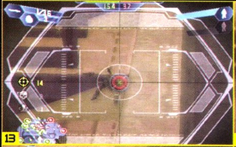
Medical Droids: 1

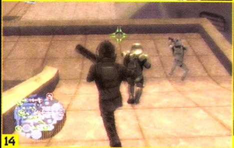
Ammo Droids: 2

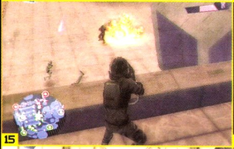
9 Because the command post can be captured from below the platform, consider placing a mine or two around this ammo droid to surprise sneak attackers.

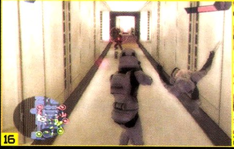
10 The color and lighting of the central platform makes mines hard to see. Place one on the platform next to the steps leading up to the command post.

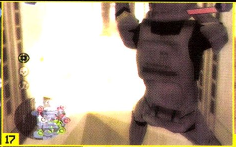
11 **12** The western passage can be covered from this elevated platform accessed from the chamber's western steps. This is useful for ambushing Rebels attempting attacks from the rear flank. Fire down on them as they rush across the narrow catwalk or toss thermal detonators into the western passage. It's possible to jump down onto the catwalk below, but you'll suffer some light damage—unless you're playing as a dark trooper or jet trooper.

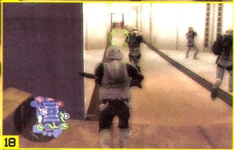

13

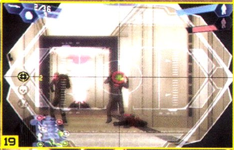

14

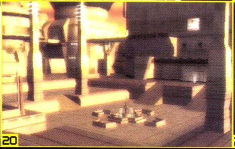

15

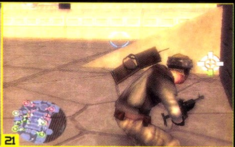

16

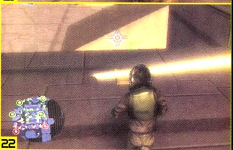

17

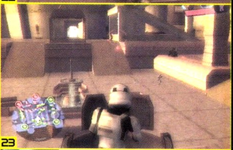

18

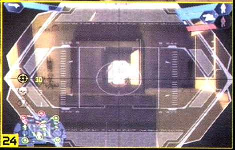

19


20


21


22


23


24

FORWARD FLANK

INFO
Initial Control: Galactic Empire/Separatist Battle Droids
Command Post Type: Light
VEHICLES, TURRETS, AND DROIDS
Medical Droids: 1
Ammo Droids: 1

13 This large window to the south of the command post is a prime sniping position. Pay particular attention to the northern side of the courtyard, picking off Rebels moving from the rear entrance and chamber command posts.

14 **15** Defend this western ramp with a mix of units. The Imperial pilot's mortar launcher is great for lobbing grenades down on the Rebels. Keep pounding the area on the north side of the courtyard. This is a high-traffic area—Rebels from the rear entrance and chamber are most likely to enter the battlefield's center.

WALKWAY

INFO
Initial Control: Galactic Empire/Separatist Battle Droids
Command Post Type: Light

16 **17** The corridor leading to the rear flank is a hotly contested piece of territory. Advances and retreats are common, especially at the start of the battle. Explosive munitions such as thermal detonators and missiles are particularly deadly in these close-quarter battles that offer little room for evasive maneuvers. So exercise extreme caution when using these weapons.

18 **19** A scout should always support an advance along this corridor. They're capable of picking off enemy defenders at great distances, including opposing Rebel marksmen covering the passage from the rear flank command post.

20 The courtyard sits at the center of the map, making it a key location to capture but a difficult one to hold.

COURTYARD

INFO
Initial Control: Neutral
Command Post Type: Light
VEHICLES, TURRETS, AND DROIDS
Gun Turrets: 5
Ammo Droids: 1

21 This position can be captured from the courtyard floor, just beneath the command post. This spot provides a bit more cover from sniper fire coming from the rear flank or walkway command posts.

22 Keep moving while constructing the turrets surrounding the courtyard. Enemy snipers are probably watching these spots, waiting for a stationary target. Strafing left and right can prevent you from becoming an easy kill.

23 **24** The southern turret is great for suppressing attacks from the rear entrance and chamber. Zoom in to pick off enemies inside the chamber's southern entrance on the opposite side of the courtyard.

READER REVIEWS

FOOTBALL AND VEHICULAR MAYHEM

ESPN VIDEOGAMES

ESPN NFL 2K5

WHAT YOU SAID: "I am a football fan! This, by association, means that I am a frustrated athlete-wannabe whose athletic ability (what little there ever was of it) is fading fast. How big of a fan of football am I? This past summer I participated in a men's fantasy football camp in Latrobe, PA (the preseason home of the Pittsburgh Steelers, for those uninitiated in the Brotherhood of the Pigskin). Two hundred middle-aged men running the drills that professional players run is not a pretty sight—take my word for it. Regardless of how uncoordinated I am (e.g., Louis Lipps beaned me in the face with a pass during a sideline receiving drill), the bottom line is that it was a fun experience. For that same reason, (the reason being "it's fun," for those not paying close attention to my rant), I am now a converted *ESPN NFL 2K5* fan and player. After years of playing *Madden*, the game has become TOO MUCH of a sim. It is too much like trying to be a real player in the NFL...it's HARD. *ESPN NFL 2K5* is easy to pick up and play. The graphics and animations are tight. The control is superb. The game modes (franchise, online, etc.) are deep. The VIP system is a great innovation, although I find it hard to believe that Carmen Electra is really that good of a player. Finally, the ESPN touches and the $20 price tag make this the must-have football game this year. Move over *Madden, ESPN NFL 2K5* is bringin' da fun, and that truly makes it the best football game on the market."

Your score: ●●●●●

—Stlrfn1972

WHAT WE SAID: "While there aren't as many huge additions this year as last year, the level of refinement applied to nearly every facet of the game makes it worth buying."

Our score: ●●●●○

BURNOUT 3: TAKEDOWN

WHAT YOU SAID: "The person who reviewed *Burnout 3* was almost perfect with his score except for the fact that he obviously played the game for only about an hour and played only the first few levels. If he had tried to actually play and beat it, his score would have been different. For one thing, the A.I. is horrible. There are basically two types of races: the one where they all group together and try to take you out and the one where first place is 20 seconds ahead of everyone else. And sometimes they will mix together, so at the start you get taken out by all five cars, then you come alive and somehow the first-place car has jumped half a minute ahead of you. This and other things, like the rewards (wow, I got a postcard for beating that really hard level that almost made me break my controller in frustration!), take the game down from being great."

Your score: ●●●●○

—James Ash

WHAT WE SAID: "As you work your way through the game, being bounced from event to event so you never get tired of any one type of event, you are constantly hitting milestones and earning new vehicles."

Our score: ●●●●●

GAME		
Cemetery	**[L]** Ghost Town	**[C]** Mr. Black
Range War	**[L]** The Ranch	**[C]** Holstein Hal
Saloon Fight	**[C]** Dan	**[C]** Sam
The Traitor	**[L]** The Bridge	Health max-up
Sunset Canyon	**[U]** twin revolvers	Dead-Eye max-up
Bear Mountain	**[C]** Shadow Wolf	Dead-Eye max-up
The Mine	**[L]** The Mine	**[C]** "Smiley" Fawler
Hell Pass	**[C]** Buffalo	**[C]** Gabriel Navarro
Fort Diego	Health max-up	**[C]** Colonel Daren
Devils & Angels	**[L]** The Ranch	**[C]** General Diego
Battle Finale	Dead-Eye max-up	**[C]** Mr. Kelley
The Siege	**[L]** Mansion Grounds	**[C]** Jason Cornet
Fall From Grace	**[W]** scorpion revolver	**[C]** Governor Griffon

GAME	PUBLISHER	SCORE	ISSUE
Red Faction	**THQ**	**●●●●●**	**46**
Red Faction II	THQ	●●●●	63
Reel Fishing III	Natsume	●●●●	72
Reign of Fire	Bam	●●●◐	63
Resident Evil Code: Veronica X	**Capcom**	**●●●●◐**	**48**
Resident Evil: Dead Aim	Capcom	●●●◐	70
Resident Evil Outbreak	Capcom	●●●◐	81
Return to Castle Wolfenstein: OR	Activision	●●●◐	71
Rez	Sega	●●●●◐	53
Ribbit King	Bandai	●●●	82
Ridge Racer V	Namco	●●●●◐	38
Riding Spirits	Bam	●●●◐	61
Ring of Red	Konami	●●●●	43
Rise to Honor	Sony CEA	●●●	78
⚡ Risk: Global Domination	Atari	●●●●	73
RLH: Run Like Hell	Interplay	●●●	62
Road Kill	Midway	●●●●	74
Road Trip	Conspiracy	●●●●	61
Robin Hood: Defender of the Crown	Capcom	●●◐	74
Robotech: Invasion	Global Star	●●●	86
Rocky	Ubisoft	●●●●	64
Robot Alchemic Drive	Enix	●●●●	63
Robotech: Battlecry	TDK	●●●◐	62
Rogue Ops	Kemco	●●◐	75
Romance of the Three Kingdoms VII	Koei	●●◐	60
Romance of the Three Kingdoms VIII	Koei	●●●	73
RPG Maker 2	Agetec	●●●◐	74
RTX Red Rock	LucasArts	●●	71
Rugby	EA Sports	●●●◐	48
Rugby 2004	EA Sports	●●●	73
Rumble Racing	EA Games	●●●●◐	45
Rune: Viking Warlord	Take-Two	●●◐	48
Rygar: The Legendary Adventure	Tecmo	●●●●◐	64
Salt Lake 2002	Eidos	●●◐	55
Samurai Jack: The Shadow of Aku	Sega	●●●●	80
Samurai Warriors	**Koei/EA**	**●●●●**	**81**

UNLOCKABLE CHARACTERS Katana-wielding warriors from the feudal past have been in vogue since SNK's seminal *Samurai Shodown* series on the Neo-Geo. But did you know how many additional weapon masters the game contains?

COMPLETE...	...TO UNLOCK
Kenshin story	Keiji Maeda
Noh, Oichi, Magoichi stories	Nobunaga Oda
Okuni story	Goemon Ishikawa
Keiji story	Okuni
Shingen, Hanzo stories	Kunoichi
Any story	Magoichi Saika
Yukimura story	Shingen Takeda
Any two stories	Masamune Date
Ranmaru story	Noh
Mitsuhide story	Ranmaru Mari

GAME	PUBLISHER	SCORE	ISSUE
Saturday Night Speedway	Atari	●●◐	81
Savage Skies	Bam	●●●	56
Scooby-Doo! Mystery Mayhem	THQ	●●●	81
Scooby-Doo! Night of 100 Frights	**THQ**	**●●●**	**58**
The Scorpion King: Rise of the Akkadian	Universal	●●	62
Second Sight	Codemasters	●●●●	86
Secret Weapons Over Normandy	LucasArts	●●●●	75
Seek and Destroy	Conspiracy	●●●◐	66
Sega Bass Fishing Duel	Sega	●●●	62
Sega Soccer Slam	Sega Sports	●●	62
Sega Sports Tennis	Sega Sports	●●●●◐	60
⚡ Serious Sam: Next Encounter	Global Star	●●●◐	81
Seven Samurai 20XX	Sammy	●●	80
Shadow Hearts	Midway	●●●●	52
Shadow Hearts: Covenant	Midway	●●●●	86
Shadow of Destiny	Konami	●●●◐	43
Shadow Man: 2econd Coming	Acclaim	●●	57
Shaun Palmer's Pro Snowboarder	Activision	●●◐	52
ShellShock: Nam '67	Eidos	●●	85
Shifters	3DO	●	58
Shin Megami Tensei: Nocturne	Atlus	●●●●◐	86
Shinobi	Sega	●●●◐	63
Showdown: Legends of Wrestling	Acclaim	●◐	83
Shox	EA Sports Big	●●●◐	63
Shrek 2	Activision	●●●◐	82
Shrek Super Party	TDK Mediactive	●●◐	64
Siren	**Sony CEA**	**●●●**	**81**

Anyone can be the enemy—even your best friend.

TIME ATTACK MODE Get the first ending, then when you select a stage, press the ◻ button.

BRAIN CELL GAME Collect archive item 08—then you will be able to play from the Main menu.

GAME	PUBLISHER	SCORE	ISSUE
Silent Hill 2	**Konami**	**●●●●◐**	**50**
Silent Hill 3	Konami	●●●●◐	71
Silent Hill 4: The Room	Konami	●●●●◐	85
Silent Line: Armored Core	Agetec	●●●◐	70
Silent Scope	Konami	●●●	39
Silent Scope 2	Konami	●●●◐	49
Silent Scope 3	Konami	●●●◐	62
Silpheed: The Lost Planet	Working Designs	●●●◐	40
The Simpsons: Hit & Run	Vivendi Universal	●●●●	72
The Simpsons: Road Rage	**EA Games**	**●●●**	**52**
The Simpsons Skateboarding	EA Games	●◐	64
The Sims	EA Games	●●●●	65
⚡ The Sims: Bustin' Out	EA Games	●●●●◐	76
Sky Gunner	Atlus	●●●◐	58
Sky Odyssey	Activision	●●●	40
Sled Storm	EA Sports Big	●●●◐	55
Sly Cooper and the Thievius Raccoonus	**Sony CEA**	**●●●●●**	**62**
Sly 2: Band of Thieves	**Sony CEA**	**●●●●●**	**86**
Smash Cars	Metro3D	●●●◐	71
Smash Court Tennis: Pro Tournament	Namco	●●●◐	56
Smash Court Tennis: Pro Tournament 2	Namco	●●●●	82
Smuggler's Run	**Rockstar**	**●●●●◐**	**39**
Smuggler's Run 2: Hostile Territory	Rockstar	●●●●◐	52
Soccer America: International Cup	Hot-B	●●	48
Soccer Mania	EA/Lego	●●●◐	59
⚡ SOCOM: U.S. Navy SEALs	**Sony CEA**	**●●●●●**	**60**
⚡ SOCOM II: U.S. Navy SEALs	**Sony CEA**	**●●●●●**	**75**
Soldier of Fortune	Majesco	●●●	52
Sonic Heroes	Sega	●●	77
Soul Calibur II	**Namco**	**●●●●●**	**72**
Soul Reaver 2	Eidos	●●●	52
Space Channel 5 Special Edition	Sega	●●●◐	75
Space Race	Infogrames	●●◐	59
Spawn Armageddon	Namco	●◐	76
Speed Kings	Acclaim	●●●●	70
Sphinx and the Cursed Mummy	THQ	●●●◐	75
Spider-Man	**Activision**	**●●●●◐**	**57**
Spider-Man 2	**Activision**	**●●●◐**	**84**

Get hero points and upgrades the easy way in *Spider-Man 2*. Leave the actual fighting of crime to the NYPD. Note: For this code to work, you must not have any *Spider-Man 2* saves on your memory card.

Start a new game and enter the name "HCRAYERT." This will give you 200,000 hero points, swing and web zip upgrades, and the big game hunter, alien buster, and shock absorber awards.

GAME	PUBLISHER	SCORE	ISSUE
Splashdown	Infogrames	●●●●	52
Splashdown: Rides Gone Wild	**THQ**	**●●●●●**	**72**
SpongeBob SquarePants: Battle for Bikini Bottom	THQ	●●●●◐	75
Spy Fiction	Sammy	●●	85
SpyHunter	**Midway**	**●●●●◐**	**50**
SpyHunter 2	Midway	●●●	76
Spyro: Enter the Dragonfly	Vivendi Universal	●●●	64
⚡ SRS: Street Racing Syndicate	Namco	●●●	64
SSX	**EA Sports Big**	**●●●●●**	**38**
SSX Tricky	**EA Sports Big**	**●●●●●**	**52**
⚡ SSX 3	**EA Sports Big**	**●●●●●**	**74**
Star Ocean: Till the End of Time	Square Enix	●●●●	84
Star Trek: Shattered Universe	TDK	●●	75
Star Trek Voyager: Elite Force	Majesco	●●◐	53
Star Wars Battlefront	LucasArts	●●●●◐	86
Star Wars Bounty Hunter	LucasArts	●●●	64

GAME	PUBLISHER	SCORE	ISSUE
Star Wars: The Clone Wars	LucasArts	●●●	65
Star Wars Super Bombad Racing	LucasArts	●●	45
Star Wars Jedi Starfighter	LucasArts	●●●◖	56
Star Wars Racer Revenge	LucasArts	●●●●◖	55
Star Wars Starfighter	**LucasArts**	●●●●◖	**43**
Starsky & Hutch	Gotham Games	●●	74
State of Emergency	**Rockstar**	●●●	**55**
Stitch: Experiment 626	Sony CEA	●●◖	59
Street Fighter Anniversary Collection	Capcom	●●●●	84
Street Fighter EX 3	Capcom	●●●◖	39
Street Hoops	Activision	●●●◖	60
Stretch Panic	Conspiracy	●●●◖	47
Strike Force Bowling	Crave	●◖	82
Stuntman	Infogrames/Atari	●●●	59
Sub Rebellion	Metro 3D	●●●●	62
The Suffering	Midway	●●●	80
Suikoden III	Konami	●●●	63
Summer Heat Beach Volleyball	Acclaim	●●●◖	72
Summoner	THQ	●●●	39
Summoner 2	THQ	●●●◖	62
Sunny Garcia Surfing	Ubisoft	●●●◖	51
Super Bust-A-Move	Acclaim	●●●	41
Super Bust-A-Move 2	Ubisoft	●●●◖	63
Super Trucks Racing	XS Games	●◖	76
Supercar Street Challenge	Activision	●●◖	52
Superman: Shadow of Apokolips	Atari	●●●◖	63
Surfing H3O	Rockstar	●●	40
SWAT: Global Strike Team	Sierra	●●●	74
Swing Away Golf	EA Games	●●●	38
⚡ Syphon Filter: The Omega Strain	Sony CEA	●●●	81
Tak and the Power of Juju	THQ	●●●◖	75
Tarzan: Untamed	Ubisoft	●●●◖	52
Taz: Wanted	Infogrames	●●●◖	60
Teenage Mutant Ninja Turtles	Konami	●●◖	75
Teenage Mutant Ninja Turtles 2	Konami	●	86
Tekken 4	Namco	●●●◖	61
Tekken Tag Tournament	**Namco**	●●●●◖	**39**
Tenchu: Wrath of Heaven	Activision	●●●	67
The Terminator: Dawn of Fate	Atari	●●◖	63
Terminator 3: Rise of the Machines	Atari	●◖	77
Terminator 3: The Redemption	Atari	●●●◖	86
Test Drive	**Infogrames**	●●●◖	**58**
Test Drive Off-Road: Wide Open	Infogrames	●●●	48
Test Drive: Eve of Destruction	Atari	●●●●	85
Tetris Worlds	THQ	●●	57
Theme Park Roller Coaster	EA Games	●●●●	41
The Thing	Universal	●●●	62
Thunderstrike: Operation Phoenix	Eidos	●◖	52
Tiger Woods PGA Tour 2001	EA Sports	●●●	44
Tiger Woods PGA Tour 2002	EA Sports	●●●●	55
Tiger Woods PGA Tour 2003	EA Sports	●●●●◖	63
⚡ Tiger Woods PGA Tour 2004	**EA Sports**	●●●●●	**73**
⚡ Tiger Woods PGA Tour 2005	EA Sports	●●●●◖	86
Time Crisis 2	Namco	●●●●	49
Time Crisis 3	Namco	●●●●◖	74
Time Crisis: Crisis Zone	Namco	●●●◖	86
TimeSplitters	**Eidos**	●●●●●	**39**
TimeSplitters 2	**Eidos**	●●●●●	**63**
TOCA Race Driver 2	Codemasters	●●●●	86
Tokyo Xtreme Racer 3	Crave	●●	76
Tokyo Xtreme Racer Zero	Crave	●●◖	45
Tom Clancy's Ghost Recon	Ubisoft	●●●◖	65
⚡ Tom Clancy's Ghost Recon: Jungle Storm	Ubisoft	●●●◖	78
⚡ Tom Clancy's Rainbow Six 3	Ubisoft	●●●●	80
Tom Clancy's Splinter Cell	Ubisoft	●●●●◖	68
⚡ Tom Clancy's Splinter Cell Pandora Tomorrow	**Ubisoft**	●●●●●	**82**
Tomb Raider: The Angel of Darkness	Eidos	●●	72
⚡ Tony Hawk's Pro Skater 3	**Activision**	●●●●●	**51**
⚡ Tony Hawk's Pro Skater 4	**Activision**	●●●●●	**63**
⚡ Tony Hawk's Underground	**Activision**	●●●●●	**76**
Top Angler	Xicat	●●●◖	57
Top Gear Dare Devil	Kemco	●●●◖	41
Top Gun: Combat Zones	Titus	●●●	50
Total Immersion Racing	Empire	●	66
Transformers	Atari	●●●◖	81
Transworld Surf	Infogrames	●●●◖	57
⚡ Tribes: Aerial Assault	Sierra	●●●◖	62
Triple Play 2002	EA Sports	●●	55
Triple Play Baseball	EA Sports	●●	45
⚡ Trivial Pursuit: Unhinged	Atari	●●	81
True Crime: Streets of L.A.	Activision	●●	76
Tsugunai: Atonement	Atlus	●●●	53
Turok: Evolution	Acclaim	●◖	62
Twisted Metal: Black	**Sony CEA**	●●●●●	**47**
⚡ Twisted Metal: Black Online	Sony CEA	●●●●	61
Ty the Tasmanian Tiger	EA Games	●●●	62
UEFA Euro 2004	EA Sports	●●●●◖	82
UFC Throwdown	Crave	●●●◖	58
UFC Sudden Impact	Crave	●●●◖	82
Under the Skin	Capcom	●●●◖	86
Unison	Tecmo	●●●◖	44
Unlimited Saga	Square Enix	●●	70
Unreal Tournament	Infogrames	●●◖	40
V-Rally 3	Infogrames	●●●●◖	64
Vampire Night	Namco	●●◖	52
Van Helsing	Vivendi Universal	●●●◖	82
Vexx	Acclaim	●●	67
Victorious Boxers	Empire	●●●◖	51
Viewtiful Joe	**Capcom**	●●●●◖	**85**

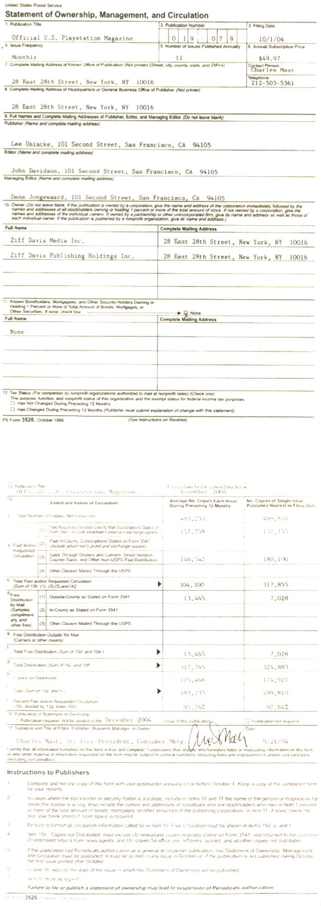
The only way to unlock hidden characters in *Viewtiful Joe* is by playing the game. You thought you were going to get to cheat, didn't you?

Unlock Dante Beat the game on any difficulty
Unlock Sylvia Beat the game on Adult difficulty

GAME	PUBLISHER	SCORE	ISSUE
Virtua Fighter 4	**Sega**	●●●●●	**55**
Virtua Fighter 4: Evolution	**Sega**	●●●●●	**72**
Virtual on Marz	Sega	●●	76
Wakeboarding Unleashed	Activision	●●●●◖	70
Wallace & Gromit in Project Zoo	Bam	●●●	74
War Jetz	3DO	●●◖	48
War of the Monsters	**Sony CEA**	●●●●●	**64**
⚡ Warhammer 40,000: Fire Warrior	THQ	●●◖	74
Warriors of Might & Magic	3DO	●●◖	44
Wave Rally	Eidos	●◖	53
Way of the Samurai	Bam	●●●◖	59
Way of the Samurai 2	Capcom	●●●	82
Wheel of Fortune	Atari	●●◖	76
Whiplash	Eidos	●●●◖	76
Whirl Tour	Vivendi Universal	●●	63
Whiteout	Konami	●	65
Wild Arms 3	Sony CEA	●●●◖	62
Wild Wild Racing	Interplay	●●●	39
Winback	Koei	●●●●	43
Wipeout Fusion	Bam	●●●●◖	57
Wizardry: Tale of the Forsaken Land	Atlus	●●●	53
Woody Woodpecker: Buzz Buzzard Park	DreamCatcher	●●●	57
⚡ World Championship Pool 2004	Jaleco	●●●◖	76
World Destruction League: Thunder Tanks	3DO	●●●	42
World of Outlaws: Sprint Cars	Infogrames	●●●●	55
World Series Baseball 2K3	Sega Sports	●●●●	67
World Soccer: Winning Eleven 6 Int'l	**Konami**	●●●●●	**67**
World Soccer: Winning Eleven 7 Int'l	**Konami**	●●●●●	**78**
World Tour Soccer 2002	Sony CEA	●●●●	53
World Tour Soccer 2003	Sony CEA	●●●●	65
⚡ World Tour Soccer 2004	Sony CEA	●●●	80
Wrath Unleashed	LucasArts	●◖	78
WRC: World Rally Championship	**Bam**	●●●●●	**57**
Wreckless: The Yakuza Missions	Activision	●●	63
WTA Tour Tennis	Konami	●	57
WWE Crush Hour	THQ	●●◖	68
WWE SmackDown! Here Comes the Pain	THQ	●●●◖	76
WWE SmackDown! Shut Your Mouth	THQ	●●◖	64
WWE SmackDown! Just Bring It	**THQ**	●●●◖	**52**
X Squad	EA Games	●●●◖	38
The X-Files: Resist or Serve	Vivendi Universal	●●◖	81
X-Men: Next Dimension	Activision	●●●	64
X2: Wolverine's Revenge	Activision	●●●	69
Xenosaga: Episode 1—Der Wille Zur Macht	Namco	●●●●	66
XGRA: Extreme-G Racing Association	Acclaim	●●●●◖	74
⚡ XIII	Ubisoft	●●●◖	75
Yanya Caballista: City Skater	Koei	●●●◖	49
Yu-Gi-Oh! The Duelists of the Roses	Konami	●●◖	67
Zapper	Infogrames	●●◖	64
Z.O.E: Zone of the Enders	Konami	●●●●◖	44
Zone of the Enders: The 2nd Runner	Konami	●●●●◖	68

STATEMENT OF OWNERSHIP

LOOK, KIDS, WE'RE LEGAL!



United States Postal Service

Statement of Ownership, Management, and Circulation

1. Publication Title Official U.S. Playstation Magazine	2. Publication Number 0 1 9 - 0 7 9	3. Filing Date 10/1/04
4. Issue Frequency Monthly	5. Number of Issues Published Annually 12	6. Annual Subscription Price $49.97
7. Complete Mailing Address of Known Office of Publication (Not printer) (Street, city, county, state, and ZIP+4) 28 East 28th Street, New York, NY 10016		Contact Person Charles Mast Telephone 212-503-5361

8. Complete Mailing Address of Headquarters or General Business Office of Publisher (Not printer)
28 East 28th Street, New York, NY 10016

9. Full Names and Complete Mailing Addresses of Publisher, Editor, and Managing Editor (Do not leave blank)

Publisher (Name and complete mailing address)
Lee Uniacke, 101 Second Street, San Francisco, CA 94105

Editor (Name and complete mailing address)
John Davidson, 101 Second Street, San Francisco, CA 94105

Managing Editor (Name and complete mailing address)
Dana Jongewaard, 101 Second Street, San Francisco, CA 94105

10. Owner (Do not leave blank. If the publication is owned by a corporation, give the name and address of the corporation immediately followed by the names and addresses of all stockholders owning or holding 1 percent or more of the total amount of stock. If not owned by a corporation, give the names and addresses of the individual owners. If owned by a partnership or other unincorporated firm, give its name and address as well as those of each individual owner. If the publication is published by a nonprofit organization, give its name and address.)

Full Name	Complete Mailing Address
Ziff Davis Media Inc.	28 East 28th Street, New York, NY 10016
Ziff Davis Publishing Holdings Inc.	28 East 28th Street, New York, NY 10016

11. Known Bondholders, Mortgagees, and Other Security Holders Owning or Holding 1 Percent or More of Total Amount of Bonds, Mortgages, or Other Securities. If none, check box ▶ ☒ None

Full Name	Complete Mailing Address
None	

12. Tax Status (For completion by nonprofit organizations authorized to mail at nonprofit rates) (Check one)
The purpose, function, and nonprofit status of this organization and the exempt status for federal income tax purposes:
☐ Has Not Changed During Preceding 12 Months
☐ Has Changed During Preceding 12 Months (Publisher must submit explanation of change with this statement)

PS Form 3526, October 1999 (See Instructions on Reverse)

13. Publication Title
Official U.S. Playstation Magazine

14. Issue Date for Circulation Data Below
November 2004

15. Extent and Nature of Circulation		Average No. Copies Each Issue During Preceding 12 Months	No. Copies of Single Issue Published Nearest to Filing Date
a. Total Number of Copies (Net press run)		493,233	499,810
b. Paid and/or Requested Circulation	(1) Paid/Requested Outside-County Mail Subscriptions Stated on Form 3541 (Include advertiser's proof and exchange copies)	157,758	137,755
	(2) Paid In-County Subscriptions Stated on Form 3541 (Include advertiser's proof and exchange copies)		
	(3) Sales Through Dealers and Carriers, Street Vendors, Counter Sales, and Other Non-USPS Paid Distribution	146,542	180,100
	(4) Other Classes Mailed Through the USPS		
c. Total Paid and/or Requested Circulation [Sum of 15b. (1), (2),(3),and (4)] ▶		304,300	317,855
d. Free Distribution by Mail (Samples, complimentary, and other free)	(1) Outside-County as Stated on Form 3541	13,465	7,028
	(2) In-County as Stated on Form 3541		
	(3) Other Classes Mailed Through the USPS		
e. Free Distribution Outside the Mail (Carriers or other means)			
f. Total Free Distribution (Sum of 15d. and 15e.) ▶		13,465	7,028
g. Total Distribution (Sum of 15c. and 15f) ▶		317,765	324,883
h. Copies not Distributed		175,468	174,927
i. Total (Sum of 15g. and h.) ▶		493,233	499,810
j. Percent Paid and/or Requested Circulation (15c. divided by 15g. times 100)		95.76%	97.84%

16. Publication of Statement of Ownership
☐ Publication required. Will be printed in the December 2004 issue of this publication. ☐ Publication not required.

17. Signature and Title of Editor, Publisher, Business Manager, or Owner
Charles Mast, Sr. Vice President, Consumer Mktg. Date 9/21/04

I certify that all information furnished on this form is true and complete. I understand that anyone who furnishes false or misleading information on this form or who omits material or information requested on the form may be subject to criminal sanctions (including fines and imprisonment) and/or civil sanctions (including civil penalties).

Instructions to Publishers

1. Complete and file one copy of this form with your postmaster annually on or before October 1. Keep a copy of the completed form for your records.
2. In cases where the stockholder or security holder is a trustee, include in items 10 and 11 the name of the person or corporation for whom the trustee is acting. Also include the names and addresses of individuals who are stockholders who own or hold 1 percent or more of the total amount of bonds, mortgages, or other securities of the publishing corporation. In item 11, if none, check the box. Use blank sheets if more space is required.
3. Be sure to furnish all circulation information called for in item 15. Free circulation must be shown in items 15d, e, and f.
4. Item 15h., Copies not Distributed, must include (1) newsstand copies originally stated on Form 3541, and returned to the publisher, (2) estimated returns from news agents, and (3), copies for office use, leftovers, spoiled, and all other copies not distributed.
5. If the publication had Periodicals authorization as a general or requester publication, this Statement of Ownership, Management, and Circulation must be published; it must be printed in any issue in October or, if the publication is not published during October, the first issue printed after October.
6. In item 16, indicate the date of the issue in which this Statement of Ownership will be published.
7. Item 17 must be signed.

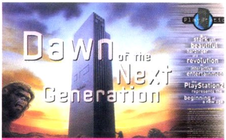
Failure to file or publish a statement of ownership may lead to suspension of Periodicals authorization.

PS Form 3526, October 1999 (Reverse)

REWIND

FIVE YEARS AGO IN OPM

Official U.S. PlayStation Magazine
60 GAMES REVIEWED
Stuff Your Stockings With Our Holiday Picks
PLAYSTATION2
DINO CRISIS STRATEGY



What does it take to change the world? How about a brand-new console and a truckload of fantastic games? Travel with us back to December of 1999 and experience all that the future had to offer.

DOUBLE YOUR PLEASURE

In an enormous 20-page feature, we examined in every aspect of the just-unveiled PlayStation 2. Of course, we looked at all the games that had been announced so far, but we also talked at length about the technology under the hood, the potential for connectivity, and the importance of its DVD-playing capabilities. It may be hard to believe now, but in December of 1999 it was still important to point out things like "instant rewind and fast forward," "extra audio and subtitle tracks," and "video quality superior to that of VHS."

HOW THINGS HAVE CHANGED

In an even bigger sign of the times, an ad from PC videocard manufacturer 3dfx taunted, "There are two kinds of gamers in this world. The ones who still play on consoles. And the ones who've actually seen breasts." Those poor schmucks couldn't possibly have predicted how broad the console market would become in five years. We'd call them up and laugh at them if they hadn't gone out of business a year after this ad ran.

REVIEWS HIGHLIGHTS

Top reviews honors in December were shared by *Resident Evil 3: Nemesis, FIFA 2000,* and *Spyro 2: Ripto's Rage* (from *Ratchet & Clank* developers Insomniac, which you probably knew already), with four-and-a-half discs apiece. And the excellent port of *Quake II* and the very first *Medal of Honor* followed closely with four discs each.

REVIEWS LOWLIGHTS

You'd never know it from the latest games in the series, but the first *Rainbow Six* on PS1 was complete and utter ass. It managed to distill all of the less-desirable elements of its PC big brother into an ugly, steaming pile with a framerate that's slower than your grandmother. It got a single disc.

DEMO MADNESS

We have no idea why we didn't play this up more, but we had a one-track, three-car *Gran Turismo 2* demo on the December disc...which we didn't even mention on the cover. What were we thinking? Anyway, there was a lot more beyond *GT2,* including *Thrasher: Skate and Destroy, Test Drive Off-Road 3,* and three of the season's four football games.

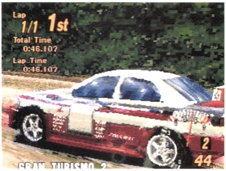
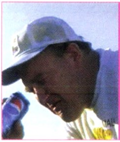


CHART TOPPERS

Huh, big surprise: *Final Fantasy VIII* debuted at the top of the charts, followed by the latest *Madden* and *Gran Turismo* (obviously enjoying a bump in the charts prior to the release of the sequel). The more things change....



CAPTION CONTEST WINNER

"OK, Sonic, you can come out now; PS2 isn't coming out till next year." —John G, jgarcia99@email.msn.com

ADVERTISER INDEX

Activision www.activision.com	6-7, 19, 36-37, 41, 51, 73, demo
America Online www.aol.com	onsert
Atari www.atari.com	54-55
Bandai America Inc. www.bandai.com	85, 115
Blockbuster Inc. www.blockbuster.com	79
Capcom USA Inc. www.capcom.com	148
Eidos Interactive Inc. www.eidos.com	17
Electronic Arts www.ea.com	8-9
Electronics Boutique/EB Catalog www.ebgames.com	107
Electro Source www.electro4@ix.netcom.com	117
Full Sail Real World www.fullsail.com	25
Hollywood Entertainment www.gamecrazy.com	100-101
Konami Digital Entertainment www.konami.com	60-61, 81, 93, 113
Majesco Sales Inc. www.majescosales.com	83
Midway Games Inc. www.midway.com	33
Namco Hometek www.namco.com	12-13, 71, 86
Nestle Food Company www.butterfinger.com	103
Pepsi-Cola Company www.mountaindew.com	63
Prima Games (Division of Random House) primagames.com	97
Sega of America www.sega.com	23
SNK NeoGeo USA Corp. www.snkneogeousa.com	45
SCEA www.scea.com	2-3, 43
Take-Two Interactive www.take2games.com	10-11, 109
THQ Inc. www.thq.com	35
Ubisoft Entertainment www.ubisoft.com	26-27, 28-29
Vivendi Universal Games www.vugames.com	4-5, 46-47
Working Designs www.workingdesigns.com	147

GROWLANSER™ GENERATIONS

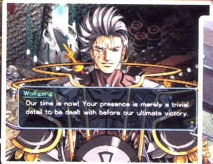
When Darkness Comes Salvation is Unleashed At Weapon's Edge

Over 80 Hours of Gameplay!

TWO Complete Strategy/RPG Games!

Secret Characters and Hidden Events!

Optional Deluxe Edition with Soundtrack CD!



Wolfgang

Our time is now! Your presence is merely a trivial detail to be dealt with before our ultimate victory.

PlayStation 2
GROWLANSER GENERATIONS

TEEN T CONTENT RATED BY ESRB

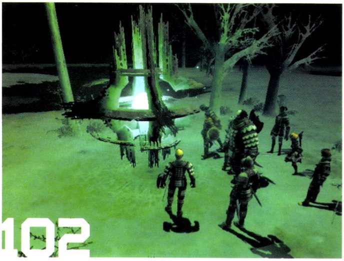
Blood
Language
Mild Fantasy Violence

PlayStation 2

WORKING DESIGNS®

Our games go to 11!™

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. "GROWLANSER" is a trademark of Atlus/Career Soft. All rights reserved. Original Game Series © 1999-2004 Atlus/Career Soft. Published by Working Designs under license from Atlus. English Translation © Working Designs 2004. "Working Designs" is a registered trademark of Working Designs, Inc. All rights reserved. Why are you reading this when you should be out preordering a Deluxe Pack version?



1UP.COM THIS MONTH

1UP.COM

We like games so much that we spend all day playing them just so we can write stories so you can learn everything we've learned. But without all the hard work. Come see the results of all that hard work at www.1UP.com.

OPM.1UP.COM

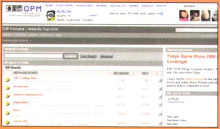
The *Official U.S. PlayStation Magazine* homepage. Come here for all the extra bits that we couldn't fit into the magazine.

PS2.1UP.COM

Everything PS2 from all of the Ziff Davis Media Game Group magazines, including the *Official U.S. PlayStation Magazine, Electronic Gaming Monthly, GMR*, and 1UP.com.

ADVENTURE.1UP.COM

That review on page 88? Just the tip of the *San Andreas* iceberg. Learn more about the game and find strategies here.

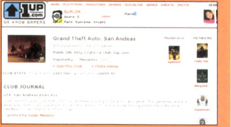


BOARDS.1UP.COM

Up at night with no one around who will trade insults with you? Then stop on by the 1UP.com boards, where there are always people online who are more than happy to mock your opinions and call you names.

CLUBS.1UP.COM

A virtual clubhouse is the best because the roof never leaks during the rain. And you can still lock people out—like, say, your little brother or that kid who smells like pepper jack cheese—if you don't want them around.



FEATURED CLUB

gtasa-club.1UP.com

Apparently, a lot of you like the *Grand Theft Auto*, which would explain why there are dozens of clubs about the franchise. This is one of them.

REVIEWS

88 Grand Theft Auto: San Andreas
102 Final Fantasy XI: Chains of Promathia
102 Ghost in the Shell: Stand Alone Complex
104 Jak 3
106 Get on da Mic
106 Karaoke Revolution Volume 3
106 Taiko: Drum Master
108 Dukes of Hazzard: Return of the General Lee
108 Fight Club
108 Rocky: Legends
110 Killzone
112 Ace Combat 5: The Unsung War
112 X-Men: Legends
114 Blood Will Tell
114 Kuon
114 Nightmare of Druaga
116 Tony Hawk's Underground 2
118 EyeToy: Anti-Grav
118 King of Fighters: Maximum Impact
118 Leisure Suit Larry: Magna Cum Laude
119 Midway Arcade Treasures 2
119 Mortal Kombat: Deception
120 Need for Speed Underground 2
124 BloodRayne 2
124 Neo Contra
125 SpongeBob SquarePants: The Movie
125 Spyro: A Hero's Tail
126 Ratchet & Clank: Up Your Arsenal
128 Crash 'N' Burn
128 ESPN NBA 2K5
130 DVDs

REPLAY

134 SOCOM II: AFTER HOURS
A fancy-pants new map, just for you.

136 BURNOUT 3: TAKEDOWN
Want to get a fire truck? Here's how.

138 THE SPORTS GUY
Soccer is the new football.

139 10 MOST BORING GAMES
Let PS2 tuck you in at night.

140 SECOND SIGHT
Breeze through the first five missions.

142 STAR WARS BATTLEFRONT
The ins and outs of Cloud City.

144 READER REVIEWS
So you know better, eh?

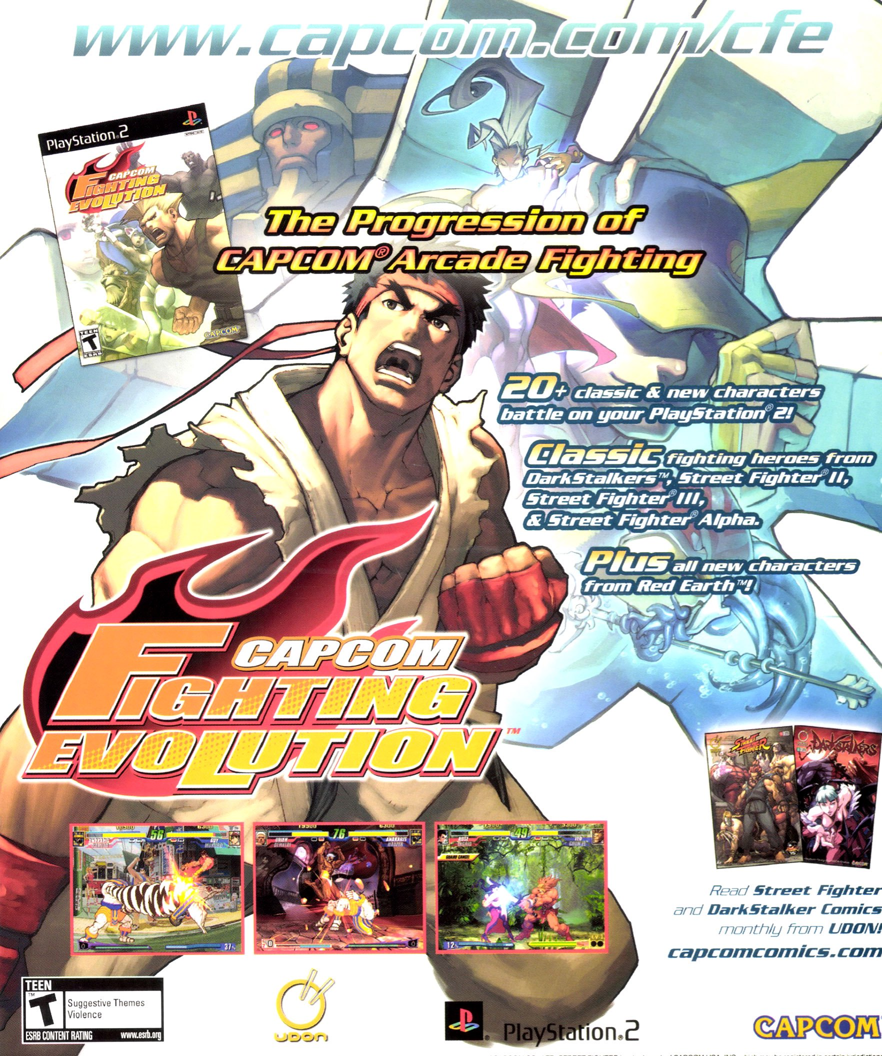
REWIND

146 FIVE YEARS AGO...
We were amazed by DVD technology. Yikes.

GAMES COVERED INSIDE

112 Ace Combat 5: The Unsung War
114 Blood Will Tell
124 BloodRayne 2
136 Burnout 3: Takedown
48 Call of Duty: Finest Hour
128 Crash 'N' Burn
72 Devil May Cry 3
108 Dukes of Hazzard: Return of the General Lee
128 ESPN NBA 2K5
118 EyeToy: Anti-Grav
108 Fight Club
102 Final Fantasy XI: Chains of Promathia
106 Get on da Mic
102 Ghost in the Shell: Stand Alone Complex
74 GoldenEye: Rogue Agent
40 Gran Turismo 4
88 GTA: San Andreas
56 The Incredibles
104 Jak 3
106 Karaoke Revolution Volume 3
110 Killzone
118 King of Fighters: Maximum Impact
114 Kuon
118 Leisure Suit Larry: Magna Cum Laude
50 Metal Gear Acid
52 Metal Gear Solid 3: Snake Eater
119 Midway Arcade Treasures 2
119 Mortal Kombat: Deception
120 Need for Speed Underground 2
124 Neo Contra
114 Nightmare of Druaga
78 Okami
80 Prince of Persia 2
126 Ratchet & Clank: Up Your Arsenal
108 Rocky: Legends
140 Second Sight
134 SOCOM II: U.S. Navy SEALs
125 SpongeBob SquarePants: The Movie
125 Spyro: A Hero's Tail
142 Star Wars Battlefront
106 Taiko: Drum Master
116 Tony Hawk's Underground 2
62 Wanda
112 X-Men: Legends

www.capcom.com/cfe



The Progression of CAPCOM® Arcade Fighting

20+ classic & new characters battle on your PlayStation® 2!

Classic fighting heroes from DarkStalkers™, Street Fighter® II, Street Fighter® III, & Street Fighter® Alpha.

Plus all new characters from Red Earth™!

CAPCOM FIGHTING EVOLUTION™

Read **Street Fighter**
and **DarkStalker Comics**
monthly from **UDON!**
capcomcomics.com

TEEN
T
Suggestive Themes
Violence
ESRB CONTENT RATING www.esrb.org

UDON

PlayStation 2

CAPCOM

©CAPCOM CO., LTD. 2004, ©CAPCOM U.S.A., INC. 2004 ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. STREET FIGHTER is a trademark of CAPCOM USA, INC. which may be registered in certain jurisdictions. CAPCOM FIGHTING EVOLUTION, RED EARTH and DARKSTALKERS are trademarks of CAPCOM CO., LTD. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Entertainmen Software Association. All other trademarks are owned by their respective owners.

GREAT EXPECTATIONS
SAN ANDREAS MEETS AND EXCEEDS

Expectations for *San Andreas* are probably higher than for any other videogame in history. The legacy of the series is so great that in the past six months, what little information has been released on the game has only whetted everyone's interest in it. The risk, it seemed, would be that whatever Rockstar did end up releasing could never possibly live up to what gamers wanted from it. The hype was at risk of overshadowing the game. Sure, it's supposed to be bigger and better, but is it bigger and better *enough*? The answer, as you'll see in our exclusive review on page 88, is an unequivocal "yes!" Rockstar has achieved what many would think is impossible. They've produced a game that far exceeds anything that you're possibly expecting.

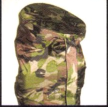
THE OPM FAMILY

MISSION STATEMENT

The *Official U.S. PlayStation Magazine* is the only Sony Computer Entertainment America–licensed magazine and is published by Ziff Davis Media Inc. through an exclusive agreement. As such, the *Official U.S. PlayStation Magazine* (*OPM*) remains independent from SCEA and is a critical, autonomous voice that helps readers get more out of their PlayStation system by delivering the most current, comprehensive, and candid coverage of PlayStation software and hardware.

DANA JONGEWAARD is harboring delusions of musical talent after whizzing through *Karaoke Revolution Volume 3* and *Taiko: Drum Master* with flying colors. She's even recruiting members for her new band—all taiko drummers and aspiring lounge musicians, send your audition tapes.

JOE RYBICKI discovered that, with all the reviewing and the traveling and the liquor binges—er, late nights of deadlines—that transpired this month, he had spontaneously evolved the ability to shape time and space to his every maniacal whim. Look for details on his trip to Colonial Williamsburg next month.



THIERRY NGUYEN might resemble a peace-loving NorCal nerd, but *Killzone* and *MGS3* have revealed him to be an aspiring postmodern military fetishist. Reality rears its hideous head, though, as his utter lack of "skillz" means that despite his best efforts, he has attained a camo index of a mere 42 percent.

GIANCARLO VARANINI had the privilege of going to Tokyo, where he bought many a Pocari Sweat and other magical drinks out of Japan's vending machines. He also prayed to some monkey gods at a nearby temple before being mercilessly attacked by a giant dancing cell phone.

RYAN VULK began the December issue as an easygoing, *Final Fantasy*–loving, mild-mannered art director. Ten pages of *San Andreas* later, he's a stone-cold killer. There's a possibility that the late nights, bad food, and latent psychosis had something to do with it, but we're just going to blame the game.

ALEJANDRO CHAVETTA leaves his glamorous life of bartending behind in a quest to impart great design to the grimy unwashed masses of gamers out there. The rest of *OPM* is thrilled he's here, although they're not sure if they're more excited about his skills as an artist or his talents with a cocktail shaker.

ZOE FLOWER would like you to know that she is *fabulous*. She can state this with some authority thanks to the fact that she is working on numerous projects in print, on television, and online, while also writing a work of fiction about transforming fairies that may or may not appear on www.zoeflower.com.

TODD ZUNIGA decided to give his game reviews that international flavor by running off to Europe for a few months. He keeps finding himself rooting around game stores, though, in the hopes that he'll find that one lonely neglected *Madden* box tucked back away behind all the copies of *FIFA*.

Official U.S. PlayStation Magazine (ISSN #1094-6683) is published monthly by Ziff Davis Media Inc., 28 East 28th Street, New York, NY 10016. Periodicals Postage Paid at New York, NY 10016 and additional mailing offices. Single-issue rate: $8.99. Subscription Rates: One Year (12 issues and 12 demo discs) $49.97 U.S., $65.97 all other countries. POSTMASTER: Send address changes to Official U.S. PlayStation Magazine, P.O. Box 55362, Boulder, CO 80322-5362. For Subscription Service Inquiries call us at 800-627-6458 U.S. and Canada, or 303-604-7445 all other countries. Fax us at 850-683-4094 U.S. and Canada, or 303-604-0518 all other countries, or visit our subscription website at service.playstationmagazine.com. Back Issues: Back issues are $8 each in the US, $10 each elsewhere (subject to availability). Prepayment is required. Make checks payable to Official U.S. PlayStation Magazine. Mail your requests to: Back Issues, Ziff Davis Media Inc., P.O. Box 53131, Boulder, CO 80322-3131. Mailing lists: We sometimes make lists of our customers available to mailers of goods and services that may interest you. If you do not wish to receive their mailings, please write to us at: Official U.S. Playstation Magazine, P.O. Box 55362, Boulder, CO 80322-5362.

Copyright © 2004 Ziff Davis Media Inc. All Rights Reserved. Official U.S. PlayStation Magazine is a registered trademark of Ziff Davis Publishing Holdings Inc. Without limiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise) without the prior written notice of Ziff Davis Media Inc. The editors and publishers are not responsible for unsolicited materials. For permission to reuse material from our publications or websites, or to use our logo, contact Ziff Davis Media's Rights and Permissions Manager, Olga Gonopolsky, at permissions@ziffdavis.com. For article reprints and e-prints, contact FosteReprints, 866-879-9144. TM & © for all other products and the characters contained therein are owned by the respective trademark and copyright holders. All materials in this magazine are subject to change and the publisher assumes no responsibility for such changes.

The Canadian GST registration number is 14049 6720 RT. Publications Mail Agreement No. 40009221. Return Undeliverable Canadian Addresses to PO Box 503, RPO West Beaver Creek, Richmond Hill, ON L4B 4R6. Printed in the USA.

ZIFF DAVIS MEDIA™

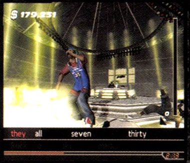
THE MAGAZINE
Editor-in-Chief John Davison
Managing Editor Dana Jongewaard
Senior Editor Joe Rybicki
Previews Editor Thierry Nguyen
News Editor Giancarlo Varanini
Art Director Ryan Vulk
Assistant Art Director Alejandro Chavetta
Disc Producer Logan Parr
Editorial Contributors Robert Ashley, Chris Baker, Zoe Flower, Jeremy Parish, John Scalzi, Paul Semel, Dave Smith, Darryl Vassar, Andrew Vestal, Robin Wilson, Todd Zuniga
COPY DESK
Copy Chief Tom Edwards
Copy Editors Greg Ford, Susie Ochs, Maritza Refuerzo
PRODUCTION
Senior Manufacturing Director Carlos Lugo
Senior Production Manager Anne Marie Miguel
Production Manager Monica Brent
Assistant Production Manager Teresa Newson
ZD GAME GROUP
Senior Vice President Dale Strang
Editorial Director John Davison
Creative Director Simon Cox
Business Director Bill Daniher
CIRCULATION
Consumer Group Circulation Director Tracy Schultz
Single Copy Sales Director Bob Kerekes
Senior Newsstand Sales Manager Don Galen
Internet and Partnership Marketing Director Chris Wilkes
1UP.COM
VP and General Manager Tom Jessiman
Editor-in-Chief Sam Kennedy
SALES AND MARKETING
Group Publisher Lee Uniacke
Associate Group Publisher Stan Taigen
Advertising Director Marci Yamaguchi
BAY AREA Bay Area Peninsula
Regional Sales Manager Mary Gray
Account Executive Amy Mishra
NORTHWEST North Bay to Oregon, AR, CO, IA, ID, KS, LA, MN, MO, MT, ND, NE, NM, NV, OR, OK, SD, TX, UT, WA, WI, WY, Northwestern Canada
District Sales Representative Aaron Gallion
Account Executive Rita Kline
SOUTHWEST Southern CA, AZ
Regional Sales Manager Julie Steelman
EAST AL, CT, DE, FL, GA, IN, KY, MA, ME, MI, MS, NC, NH, NJ, NY, OH, PA, RI, SC, TN, VA, VT, WV, Eastern Canada
Regional Sales Manager Ian Sinclair
Account Executive Rita Kline
CONSUMER ACCOUNTS WEST
Consumer Accounts Manager Marc Callison
Account Executive Candace Droz
CONSUMER ACCOUNTS EAST
Regional Sales Manager Matthew E. Panken
Account Executive Candace Droz
CONSUMER DETROIT
Regional Sales Manager Ken Stubblefield
Senior Advertising Coordinator Tipler Ubbelohde
Advertising Coordinator Monet Whitaker
Sales Assistants Simone Deocares-Lengyel, Lynn Fortunato, Jessica Reback
MARKETING
Marketing Director Rey Ledda
Research Director May Tong
Marketing Coordinator Jason Freidenfelds
To contact sales, please call 415-547-8000
ZIFF DAVIS MEDIA INC.
Chairman & CEO Robert F. Callahan
President & COO Bart W. Catalane
Chief Financial Officer Derek Irwin
Senior Executive Vice President, Publishing Operations Tom McGrade
Executive Vice President & Editorial Director Michael J. Miller
Executive Vice President, General Counsel & Secretary Gregory Barton
SENIOR VICE PRESIDENTS
Jasmine Alexander (Technology & Sales Operations)
Tim Castelli (*PC Magazine* Group)
Chris Dobbrow (Corporate Sales & Publisher, *eWEEK*)
Larry Green (Business Development & Worldwide Licensing)
Charles Mast (Circulation)
Sloan Seymour (Enterprise Group)
Dale Strang (Game Group)
Jason Young (Internet)
VICE PRESIDENTS
Sara DeCarlo (Database Marketing)
Aaron Goldberg (Market Experts)
Jim Hasl (Event Marketing Group)
Julie Herness (Event Marketing Group)
Tom Jessiman (VP and General Manager, 1UP.com)
Michael Krieger (Market Experts)
Charles Lee (Integrated Media)
Jim Louderback (Editor-in-Chief, Internet)
Eric Lundquist (Editor-in-Chief, *eWEEK*)
Chris Maginn (Internet)
Angelo Mandarano (Internet)
Paul O'Reilly (Event Marketing Group)
Ellen Pearlman (Editor-in-Chief, *CIO Insight*)
Melinda Maginn Reilly (Integrated Media & Corporate Sales)
Beth Repeta (Human Resources)
Martha Schwartz (Custom/Conference Group)
Pam Spector (Business Development and International Licensing)
Tom Steinert-Threlkeld (Editor-in-Chief, *Baseline*)
Stephen Sutton (Internet Audience Development)
Elda Vale (Research & Market Intelligence)
Stephen Veith (Publisher, *CIO Insight*)
Monica Vila (Event Marketing Group)
Senior Director, Manufacturing Carlos Lugo
Director of Corporate Communications Randy Zane
Contact anyone on this masthead using firstname_lastname@ziffdavis.com

SUBSCRIPTION SERVICE NUMBER
800-627-6458 (U.S. and Canada only)
service.playstationmagazine.com
subhelp@playstationmagazine.com
TO SUBSCRIBE ONLINE
subscribe.playstationmagazine.com

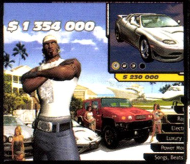
THE WORLD'S FIRST TRUE RAP GAME!

WHETHER YOU'RE JADAKISS OR JUST DOWN WITH HIP-HOP, IT'S YOUR TURN TO GET ON DA MIC.

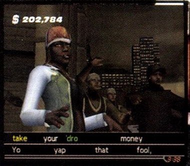
RAP YOUR WAY FROM THE STREET TO THE STAGE WITH OVER 40 TRACKS ORIGINALLY MADE POPULAR BY YOUR FAVORITE HIP HOP ARTISTS. GET IT STARTED IN 1-4 PLAYER PARTY MODES OR JUST POLISH YOUR SKILLS...EARNING CASH, WEALTH AND FAME ON YOUR WAY TO BUILDING YOUR OWN HIP HOP EMPIRE.



- SINGLE AND MULTI-PLAYER MODES INCLUDING CAREER, BATTLE, FREESTYLE AND MORE



- 15,000+ WAYS TO PERSONALIZE YOUR CHARACTER FROM HEAD-TO-TOE IN TODAY'S HOTTEST BRANDS



- IN-GAME APPEARANCES BY TV HOST SWAY AND DJ GREEN LANTERN

40 TRACKS INCLUDING

California Love
Jesus Walks
Work It
Gin and Juice
Push It
The Humpty Dance
Ruff Ryder Anthem
AND MANY MORE!

in stores now

GET ON DA MIC™

TEEN
T
CONTENT RATED BY ESRB

Drug Reference
Strong Lyrics

PlayStation 2

eidos
getondamic.com

A2M

HWY 1 PRODUCTIONS

Get On Da Mic © 2004 Artificial Mind and Movement, Inc. Developed by Artificial Mind and Movement, Inc. Published by Eidos, Inc. Get On Da Mic and the Get on Da Mic logo are trademarks of Artificial Mind and Movement, Inc. Eidos and the Eidos logos are registered trademarks of the Eidos Group of Companies. The rating icon is a registered trademark of the Entertainment Software Association. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The Online icon is a trademark of Sony Computer Entertainment America, Inc. All rights reserved.

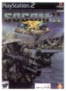
ON THE DVD

TRY BEFORE YOU BUY

It's the time of year for a lot of big games—*Jak 3, Killzone, The Incredibles.* Lucky for you, you can try them out right here, because all of those games have playable demos on this month's disc. Have fun.

OFFICIAL U.S.
PlayStation

PLAY IT

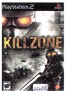


SOCOM II: AFTER HOURS

Plug in your hard drive, kids—on this disc is the only place to get a brand-spankin'-new *SOCOM II* map. To figure out how to smack stuff up, check out page 134.

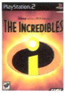
JAK 3

Watch the opening movie for the latest *Jak*, and then try your hand at driving dune buggies after metalheads, exploring the eco mines, and escorting a bomb train.



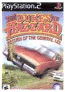
KILLZONE

Take a whirl on the bloodshed merry-go-round—this demo allows you to play as Templar, Luger, or Rico. To see what we thought, read the review on page 110.



THE INCREDIBLES

Wearing underoos does not make you a superhero. Playing this demo won't either, but at least you'll get to perform superhuman stunts while you sit on your butt.



DUKES OF HAZZARD

Through extensive research, the editors of *OPM* have determined that games that include a "Yee-haw" button get a 23 percent higher score than those that don't.

FAIRLY ODDPARENTS

You might think your folks are odd, but you've got nothing on Timmy, whose parental units definitely take the cake. See them in action as you play this demo.

SPYRO: A HERO'S TAIL

Like purple dinosaurs but tired of Barney? Then give this demo a whirl to see if Spyro is more your taste. Is he our taste? Read page 125 to find out.

KING ARTHUR

We'll bet that 80 percent of the people who saw *King Arthur* did it because of Keira Knightley. Sadly, she's not in this game, but you still might want to check out the demo.

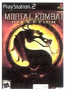
NOT ENOUGH FOR YOU?

You can also try playable demos of *Under the Skin* and *Suikoden IV*. Go on!

WATCH IT

RATCHET & CLANK: UP YOUR ARSENAL

Ever imagine a parallel videogame world where Clank was the ultimate robot Bond? Yeah, neither had Ratchet.

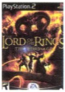


MORTAL KOMBAT: DECEPTION

If you're ready for an ass-kicking, then get a taste of 1-on-1 combat, fighting chess, and puzzles galore, all here in this video.

X-MEN LEGENDS

There's an old saying: You can never be too rich or too thin or have too many superheroes. Watch the mutants as they save humanity from the bad guys.



THE LORD OF THE RINGS, THE THIRD AGE

A lot goes into making a game pretty, especially when it's something as huge as Middle-earth. See how it's done in this video.

PLUS...

What does Tiger Woods think about the ESRB? Now you know.

PLAYSTATION UNDERGROUND TEAM

Demo Disc Producers
Gary Barth, Manuel Sousa, Jerome Strach, Chris Tan
Marketing Team
Steve Williams, Jesse Caid
Executive Producer
Andrew House
Format Q&A
Sam Bradley, DeMarlo King
Account Coordinator
Eric Ippolito

Programming and interface artwork by
Lifelike Productions, Inc.
Lead Programmers
William Bohan, Ron Midthun, Avery Lodato
3D Artists Jason Robinson, Philip Williamson, David Hayes
Producer Jessi Harrison
President Katherine Williams
Technical Director Tim Edwards

SPECIAL THANKS
Maimoona Block, Kirsten Costello, Tom Gillan, Michelle Manahan, Gerald Martin, Jim Williams

DISC PROBLEMS?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "*OPM* Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

If you have a malfunctioning or non-working demo disc, call EDS at 1-800-627-6458. They will provide instructions to obtain repair or replacement services.

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of the Official U.S. PlayStation Magazine that the demo disc included is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call EDS at 1-800-627-6458 to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment, neglect, or breakage during shipment. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

"The X-Men game we've all been waiting for."
—Game Informer

Select your team of 4 from 15 playable X-Men.™
Or join the action in 4-player co-op mode.

Battle Magneto™ and his evil army
through a new, epic action/RPG saga.

X-MEN™ LEGENDS

x-men-legends.com

Log on to ugo.com/xmenlegends and enter for a chance
to win a vintage stand-up X-Men™ video arcade machine!*

TEEN
T™
Blood
Violence
ESRB CONTENT RATING www.esrb.org

PlayStation®2

XBOX

NINTENDO GAMECUBE.

RAVEN

MARVEL

N-GAGE
NOKIA

ACTIVISION.

activision.com

MARVEL, X-MEN, and all Marvel characters and the distinctive likenesses thereof are trademarks of Marvel Characters, Inc., and are used with permission. © 2004. All rights reserved. www.marvel.com. Published by Activision Publishing, Inc. Game code © 2004 Activision, Inc. Activision is a registered trademark of Activision, Inc. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox Logos are registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. TM, ®, and the Nintendo GameCube logo are trademarks of Nintendo. © 2001 Nintendo. Nokia and N-Gage are trademarks or registered trademarks of Nokia Corporation. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners.

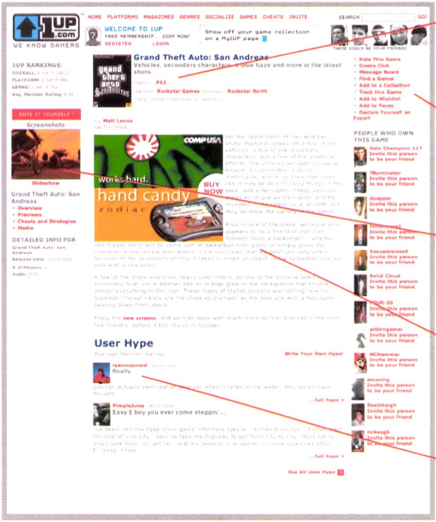
*NO PURCHASE NECESSARY. A PURCHASE WILL NOT INCREASE YOUR CHANCES OF WINNING. LEGAL RESIDENTS OF THE 48 CONTIGUOUS UNITED STATES 13 YEARS AND OLDER. **VOID IN ALASKA, HAWAII AND WHERE PROHIBITED.** Sweepstakes ends November 30, 2004. For Official Rules, prize descriptions and odds disclosure, visit ugo.com/xmen. Sponsor: UGO Networks, Inc., 670 Broadway, 2nd Floor, New York, NY 10012.

AVAILABLE NOW

Get the most out of 1UP.com!

It's where gamers who live to play get what they need to succeed: The best news, reviews, previews, screen shots and cheats. Plus, on 1UP you can build your own community of gamers to share tips, tactics and even success stories.

>THE BEST GAME COVERAGE



1UP.com
WE KNOW GAMERS
HOME
PLATFORMS
MAGAZINES
GENRES
SOCIALIZE
GAMES
CHEATS
INVITE
SEARCH
GO!
WELCOME TO 1UP
FREE MEMBERSHIP... JOIN NOW!
REGISTER
LOGIN
Show off your game collection on a My1UP page.
THESE COULD BE YOUR FRIENDS
1UP RANKINGS:
OVERALL:
PLATFORM:
GENRE:
Avg. Member Rating:
RATE IT YOURSELF >
Screenshots
Slideshow
Grand Theft Auto: San Andreas
Overview
Previews
Cheats and Strategies
Media
DETAILED INFO FOR
Grand Theft Auto: San Andreas
Release Date:
# of Players:
Audio:
Rate This Game
Create Club
Message Board
Find a Gamer
Add to a Collection
Track this Game
Add to Wishlist
Add to Faves
Declare Yourself an Expert
PEOPLE WHO OWN THIS GAME
Halo Champion 117
Invite this person to be your friend
TBurninator
Invite this person to be your friend
dpepper
Invite this person to be your friend
Invite this person to be your friend
XxsupersizexX
Invite this person to be your friend
Solid Cloud
Invite this person to be your friend
YOUR-20
Invite this person to be your friend
actiongamer
Invite this person to be your friend
MCHammer
Invite this person to be your friend
amazing
Invite this person to be your friend
Sealbhaigh
Invite this person to be your friend
mikeygh
Invite this person to be your friend
COMPUSA
works hard.
hand candy
zodiac
BUY NOW

Grand Theft Auto: San Andreas

Vehicles, secondary characters, a blue haze and more in the latest shots.

Platform: **PS2**

Publisher: **Rockstar Games** Developer: **Rockstar North**

by **Matt Leone**
08/03/2004

For the latest batch of San Andreas shots, Rockstar shows off a few of the vehicles, a few of the secondary characters, and a few of the graphical effects. The vehicles we spot include a bicycle, a convertible, a police motorcycle, a pick-up truck that looks like it may be able to carry things in the back, and a helicopter. These vehicles aren't as unique as the tractor and RV revealed in the latest issue of GMR, but they do show the variety in the game.

Also, in one of the shots, someone who appears to be a friend of star Carl Johnson holds a basketball -- whether this means there will be some sort of basketball mini-game or simply gives the character a few unique animations, it's a nice touch that we don't see very often because of the development time it takes to make an object like a basketball interact well with a character.

A few of the shots also show heavy color filters, so one of the screens looks extremely blue, while another has an orange glow in the background that covers almost everything in the shot. These types of stylish screens are nothing new for Rockstar, though rarely are the shots as dramatic as the blue one with a helicopter bearing down from above.

Enjoy the **new screens**, and we'll be back with much more on San Andreas in the next few months, before it hits stores in October.

User Hype

Average Member Rating

Write Your Own Hype!

ryanmaynard
finally

you can actually swim out of your car when it lands in the water. Who would have thought

...full hype >

PimpleJuice
Easy E boy you ever come steppin'...

I've been into this hype since game informers special... 4 man drive bys... 3 citys exact ten size of vice city... have to take the highway to get form city to city... dont eat to much junk food u'll get fat... and my favorite is ur pather in crime looks like EASY E... keep it real

...full hype >

See All User Hype

MORE CONTENT

From your favorite editors.

MORE OPTIONS

Than any other game site.

MORE SCREENS

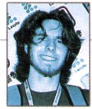
Than we have place for in print.

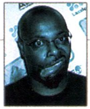
MORE ROOM

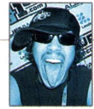
For longer, in-depth stories.

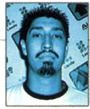
MORE OPINION

From gamers just like you.









1UP Partners:

WCG WORLD CYBER GAMES

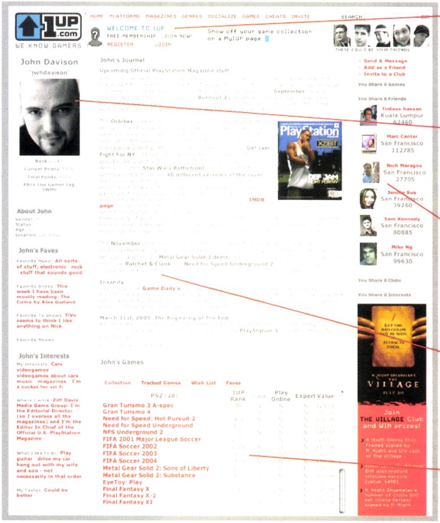
V Games

JULY

Win prizes at 1UP
Games, rigs, and more!
>contests.1UP.com

Enter 1UP's Mobile Game Tournament!
Text ONEUP T8 to 66236 or visit >1up.mo2do.com

>INTERACT WITH OTHER GAMERS



HOME PLATFORMS MAGAZINES GENRES SOCIALIZE GAMES CHEATS INVITE SEARCH GO!

WE KNOW GAMERS

WELCOME TO 1UP
FREE MEMBERSHIP JOIN NOW!
REGISTER LOGIN

Show off your game collection on a My1UP page

THESE COULD BE YOUR FRIENDS

John Davison
"jwhdavison"

Rank:
Current Points:
Total Points:
XBox Live Gamer Tag
JWHD

About John
Gender:
Status:
Age:
Location:

John's Faves
Favorite Music: All sorts of stuff; electronic rock stuff that sounds good
Favorite Books: This week I have been mostly reading: The Coma by Alex Garland
Favorite TV Shows: TiVo seems to think I like anything on Nick
Favorite Movies:

John's Interests
My Interests: Cars videogames videogames about cars music magazines I'm a sucker for sci-fi
Where I work: Ziff Davis Media Game Group: I'm the Editorial Director (so I oversee all the magazines) and I'm the Editor In Chief of the Official U.S. PlayStation Magazine
What I like to do: Play guitar drive my car hang out with my wife and son - not necessarily in that order
My Tastes: Could be better

John's Journal

Upcoming Official PlayStation Magazine stuff

September
Burnout 3
October
Def Jam
Fight For NY
Star Wars Battlefront
40 different versions of the cover
IMDB
page
November
Metal Gear Solid 3 demo
Ratchet & Clank
Need for Speed Underground 2

Insanity
Game Daily's

March 31st, 2005: The Beginning of The End
PlayStation 3

John's Games

Collection Tracked Games Wish List Faves

PS2 (28)

1UP Rank | Trade | Play Online | Expert Value

Gran Turismo 3 A-spec
Gran Turismo 4
Need for Speed: Hot Pursuit 2
Need for Speed Underground
NFS Underground 2
FIFA 2001 Major League Soccer
FIFA Soccer 2002
FIFA Soccer 2003
FIFA Soccer 2004
Metal Gear Solid 2: Sons of Liberty
Metal Gear Solid 2: Substance
EyeToy: Play
Final Fantasy X
Final Fantasy X-2
Final Fantasy XI

- Send A Message
- Add as a Friend
- Invite to a Club

You Share 0 Games

You Share 6 Friends

firdaus hassan
Kuala Lumpur
62460

Marc Canter
San Francisco
112785

Nich Maragos
San Francisco
27705

Jennie Sue
San Francisco
39260

Sam Kennedy
San Francisco
80885

Mike Ng
San Francisco
99630

You Share 0 Clubs

You Share 0 Interests

M. NIGHT SHYAMALAN'S THE VILLAGE
JULY 30

Join THE VILLAGE Club and WIN prizes!

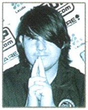
YOUR PAGE
With your own unique 1UP URL.

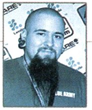
YOUR FACE
Or other image, if you're shy.

YOUR FRIENDS
Who share common interests.

YOUR BLOG
To talk about games and more.

YOUR GAMES
To show off that huge collection.





>Find gamers just like you @ 1UP.com

INPUT

HIT US WITH YOUR BEST SHOT

PlayStation
METAL GEAR SOLID 3

LETTER OF THE MONTH

When I read The Outsider in Issue #85, I couldn't help but nod my head in agreement through the entire article. Arcades are a dying breed. When I would go to the mall with my friends, I could always look forward to a new machine to donate my money to (oh, how many hundreds of quarters went to alter my beast). But as time passed, fewer and fewer new games would show up, and more of the same would be there. I still to this day love going to arcades, but I don't look for the newest thing on the floor. My day is perfect if I can find a working air hockey table, *Gauntlet*, or an Addams Family pinball machine. Those games for me are bliss. Arcades are being passed by, but there are still some out there.

Kelly Josephson
via e-mail

CONTACT OPM

Snail Mail
OPM
101 Second Street
8th Floor
San Francisco, CA 94105

E-mail
opm@ziffdavis.com
and check us out at
www.1UP.com

Fax
If you need to
reach us now
415.547.8777

DREAMING OF MACHINES

In your November 2004 magazine, there was an interesting article you published, "Dream Machine." I enjoyed thinking about the possibilities of next-generation consoles. However, I hope that Sony would hold off until at least 2006 so that the initial cost of the PlayStation 3 will be reduced as much as possible. Here's hoping that they don't get caught up fighting with Microsoft's release date. Another troubling issue that you discussed in your article was the fact that the production number of games for the next-generation consoles would go down significantly. I believe that a good idea would be for developers to pick only one console to produce games for. This would make the industry even more competitive than it already is, something that would be great for consumers. I do not know the cost of cross-platform gaming distribution; nonetheless, this is an interesting idea. So, what do you think?

Pat from Chicago
via e-mail

Developing for just one console might reduce initial costs, sure, but it would also reduce sales, something most publishers wouldn't be too keen on, we imagine.

EFFEMINATE FANTASY

Bruce Harter ["You Love Us," Issue #85] brings up a good point about the overexposure of *Final Fantasy* games (besides making gamers oblivious to the genius of *Ogre Battle*). Most of my friends cling to *Final Fantasy VII* and *VIII*, while turning a deaf ear to anything that doesn't feature the series' new breed of girlish heroes and soap-opera dialogue. *FFVII*, in particular, has been overexposed to the point where I could watch Sephiroth kill Aeris right in front of my face and feel nothing. Now, with *FFXII* around the corner and Vaan setting a new standard for emasculation, Square Enix has turned what was once a captivating and original series of games into second-rate Lifetime channel fodder. Bring on the hate mail.

Michael Bauer
trip_ninja@rock.com

You forgot about those three dudes in *FFX-2*.

GAMERS ARE TALKING ABOUT

STRAIGHT FROM THE OPM MESSAGE BOARD

Our monthly roundup of hot topics, gathered from the *OPM* message board at opm.1UP.com.

MORE BURNING LOVE

Burnout 3 is *the* hot topic right now. "I'm glad I'm not online," said **edgerunner**. "If I were, this game would completely consume me. As soon as I come home, it's a quick bite of dinner, some conversation with the missus, and then plunk in front of the TV, crashing and racing into the wee hours of the a.m. I haven't been this taken by a game in...crud, I can't even remember."

looz agreed wholeheartedly. "The game is frickin' über. I love it, my friends love it, my dad loves it—hell, even my girlfriend loves it. It's the people's game."

"My statistics show that I've spent 76 hours on the game," said **ChickenNext**. "I've had it for five days."

"*Burnout 3* is what a *Star Wars* pod-racing game SHOULD be," chimed in **tealsmith**.

"What I love about this game is though some of the races seem really hard, none of them seem impossible," said **Blitz05**. "All the races seem just within your grasp, like you can get it if you try harder."

"Try playing some *GT3* after *Burnout 3*," said **PariahEngel**. "It's like *Driving Miss Daisy*."

GT4 HACKED!

With the news of *Gran Turismo 4* dropping its online mode, there was a sense of indignation in the air. "That's just pathetic," said **black_13**. "We've waited this long and we can't play it online at release—and it seems we have to buy another *GT4* version in 2005 that is online enabled!"

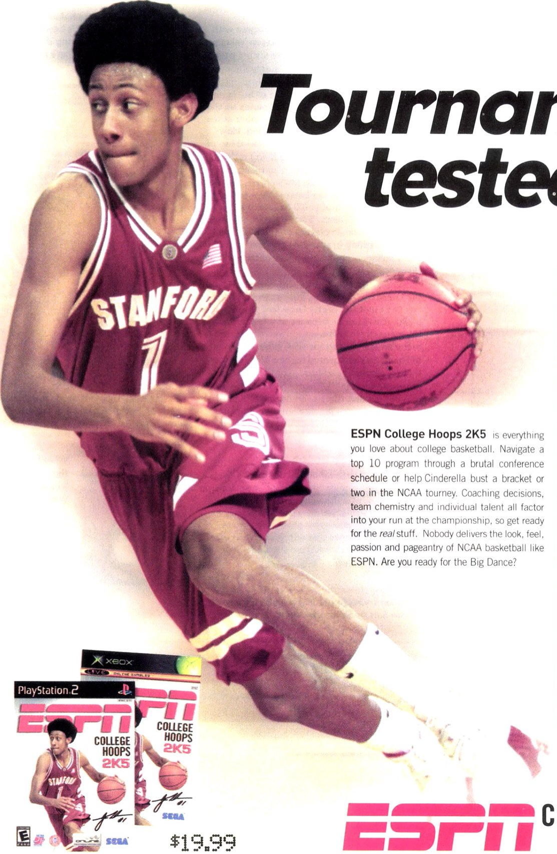
"What the hell?" asked **HeartlessCloud07**. "They should just release the damn thing when they've got everything done! It's not like having it come out later is gonna decrease sales—this is *Gran Turismo* we're talking about."

"The sad thing," mused **irishmalt**, "is that it's probably because they poured so much time into perfecting the new B-spec mode...and yet, I bet more racers would have preferred to have online now and B-spec later."

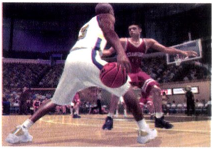
Botkiller turned to threats: "If it turns out that you have to connect your PSP version of *GT4* with your PS2 version of *GT4* to get the online mode, I will hunt down and kill Kutaragi."

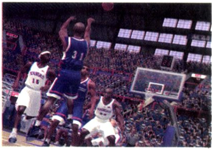
Meanwhile, **iRSven**, trying to bring a little sanity to the discussion, said, "You would be equally, if not more pissed off about crappy online play in the shipped version."

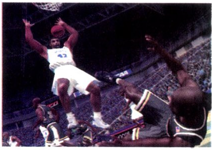
Tournament tested.



ESPN College Hoops 2K5 is everything you love about college basketball. Navigate a top 10 program through a brutal conference schedule or help Cinderella bust a bracket or two in the NCAA tourney. Coaching decisions, team chemistry and individual talent all factor into your run at the championship, so get ready for the *real* stuff. Nobody delivers the look, feel, passion and pageantry of NCAA basketball like ESPN. Are you ready for the Big Dance?







$19.99

NCAA

ESPN COLLEGE HOOPS 2K5

espnvideogames.com

EVERYONE E CONTENT RATED BY ESRB

PlayStation 2

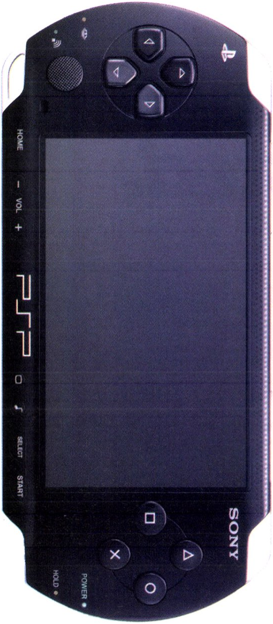
ONLINE BROADBAND AND DIAL-UP

XBOX

XBOX LIVE ONLINE ENABLED

SEGA®

Sega is registered in the U.S. Patent and Trademark Office. Sega and the Sega logo are either registered trademarks or trademarks of Sega Corporation (c) SEGA CORPORATION, 2004. All Rights Reserved. The "Officially Licensed Collegiate Products" label is the exclusive property of The Collegiate Licensing Company. The "Collegiate Licensed Product" label is the property of the Independent Labeling Group. All names, logos, team icons, and mascots associated with the NCAA, universities, and conferences are the exclusive property of the respective institutions. NCAA, the NCAA logo, and NCAA Basketball are trademarks or registered trademarks of the National Collegiate Athletic Association. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Online play requires internet connection, Network Adaptor (for PlayStation 2) and Memory Card (8MB) (for PlayStation 2) (each sold separately). The Online icon is a trademark of Sony Computer Entertainment America Inc. Microsoft, Xbox, Xbox *Live*, Xbox *Live* logos and Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. ESPN is a trademark of ESPN, Inc. ESPN Branded Elements (c)2004 ESPN, Inc.



PSP-ESSIMISTIC

I'm going to have to agree and disagree with the letter ["PSP-issed"] from Stevan Velazquez in Issue #85. I do not hold quite such a pessimistic view that the PSP is "surely doomed," but I do feel that Sony is making some mistakes with the PSP. The thought of being able to play some of my beloved PS2 series on the road (or in class, or in the waiting room at the doctor's office, etc.) is very appealing. However, this appeal will not survive a price tag of more than $100. I don't give a flying rat's ass about the PSP being able to play music and movies. I already have an MP3 player, and the movies will suck up the battery life—not to mention the fact that you'll have to buy the movies on UMD discs. Since I would never use the music or movie players on the PSP, I would not feel justified in spending a couple hundred extra dollars on the system just because it has these features.

Here's where I disagree with Stevan. If the PSP does not survive as long as the Game Boy has (and that is a pretty large feat to accomplish), it will not be because of a lack of interest in handhelds. The reason you do not see many adults playing the GBA is because many of the games are geared toward kids (although there are several excellent exceptions). It is obvious from the PSP's growing list of games in progress that this handheld will provide older gamers with an excellent handheld gaming experience.

Jennifer Orr
Canyon Lake, CA

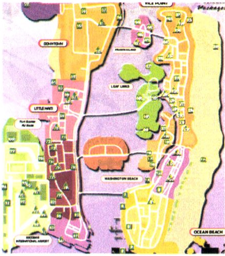
The chance of the PSP being less than $100 at launch is pretty much zero from all we've heard so far. But think of it this way: How many business-people have PDAs that they use occasionally for gaming, music, photos, or other nonbusiness activities? Or phones that record video and play games? Don't you think there's room for a game-centric counterpart?

NICE PACKAGES

I've been trying to get 100 percent on *Vice City* before *San Andreas* comes out, but I haven't been able to get all the hidden packages or find all the rampages, and it's been really frustrating me. So I was wondering if you could make a map that shows you where all that stuff is in your next issue

Kenneth Hagen
via e-mai

Sure, here it is:



Oh, you wanted something you could actually read? Check out Issues #66 and #67, where we included these maps and lots of other *Vice City* goodies.

MAKING WHOOPEE

What happened to that wonderful platformer *Tomba*? Did Whoopee Camp go bankrupt or sell out or something? I just loved the antics of that pink-haired jungle-boy.

Sandro Gvakharia
via e-mail

That's a very good question. Both *Tomba!* and *Tomba! 2: The Evil Swine Return* were delightfully

ASK US ANYTHING

AND WE'LL ANSWER

GREASE LIGHTNING

Q. I was checking the song list of *Karaoke Revolution Vol. 3* and saw the song "You're the One That I Want," and then I remembered how I beat my friends in that song because it was already in the first *KR*. Will it be in *KR3* again?
Jorge Iván Sánchez Ayala
via e-mail

A. Yep, except this time it's been formatted as a duet, so you can sing it with your favorite good girl gone bad.

MOGS IN SPACE

Q. I was wondering if you guy's have seen or heard of any information on playing *FFXI* on a satellite connection.
Charlie Berns
vie e-mail

A. We don't know of anyone who's done it, but in theory it should work fine, since the game supports dial-up and the download speed for satellite is significantly faster.

ROLE WITH IT

Q. What was the first recognizable RPG?
Bruce Rhodes
via e-mail

A. Probably *Akalabeth*, which came out in 1979 for the Apple II. It was the precursor to the wildly successful *Ultima* series.

BULLY FOR YOU

Q. There is a bully at my school who has been hitting me so hard I have been getting small headaches. I guess this wouldn't be so bad if this wasn't during lunch, and I happen to have all my tests after that. Therefore, bully equals bad grades. Can I please have some advice?
Name withheld
via e-mail

A. You've gotta tell your teachers and/or parents about this. Seriously, it's not normal for someone to routinely be hit so hard that they get headaches. And if it's affecting your grades, it's even more serious. Don't wait, talk to someone right away.

1UP.com™

BLOG OF THE MONTH

"I don't understand why fanboys would argue about which game system is the best by posting 'Microsoft is an evil corporation,' or 'Nintendo is for kids,' or 'Sony has a crappy system that always breaks.' It's pretty useless posting this stuff. I don't know what they're trying to say, but I think it's pretty stupid. Are they trying to convince people that the system they own is the best by posting crap about other systems? The message is not gonna get across that way. I think it's just a matter of trying to piss other people off, which is pretty disrespectful. Is your taste superior to other people's taste? Should everyone like one thing? Everyone likes different things, has different tastes, and maybe you may not understand those who like different things, but that doesn't mean that they are lower or worse."

Linda C.
iluvmasterchief.1UP.com

CLUB OF THE MONTH

"*Battlefield: Modern Combat* looks good, but if you played *Vietnam*, you'd notice it's pretty rough flying the helos. I wonder how hard it will be with a controller."

FPS Addicts
fpsclub-club.1up.com

quirky mixes of platformer and RPG, but after *Tomba! 2*, Whoopee Camp seemed to drop off the face of the earth. Turns out the studio was bought by Sony Computer Entertainment Japan, and the team members were broken up and put to work on separate projects. At least one member of the team earned additional recognition, though: Founder Kenji Kaido went on to serve as lead producer on *Ico*. Neat, huh? Check out our story about *Ico*'s spiritual successor on page 62.

UH-OH! IT'S U'DH AGAIN!

What the F*? I can't believe that STUPID fish demo gets an American publisher over the AMAZING *CHAINDIVE*! Somebody screwed up and decided to publish the WRONG import. DO SOMETHING! Your readers DEMAND *Chaindive*! What do you guys have to say about it?**

Dan Meloche
via e-mail

Uh, fish are tasty?

STOP THE PRESSES!!

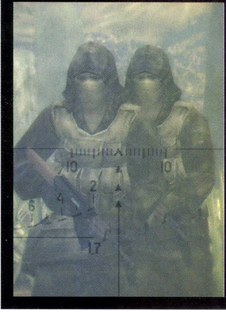
Is it just me or am I the only one who noticed the *Need for Speed Underground 2* demo hidden in the extras section of *Burnout 3: Takedown*? Having played it has given me an all-new appreciation for the *NFSU* franchise. It's free-roaming, the graphics are fantastic, and it's got one thing *Burnout 3* is missing: scantily clad women. For all you *Burnout 3* owners who haven't unlocked this yet, this one is for you.

Shane Harrison
via e-mail

Wow, we're amazed by how many people took us to task for not pointing out the demo's existence in our review. We swear it'll never happen again. By way of apology, please enjoy the fine *NFSU2* demo we included in *last month's issue*.

GOING UNDERGROUND

THE ONLY MAG WITH PLAYABLE DEMOS



MGS3 MADNESS!

The demo was better than I was expecting it to be. I liked killing the crocs , dropping the bees on the guards at the bridge, and causing enemy troops to fly off of the rope bridge by cutting it up. The controls are a lot more gunfight-friendly, too. Good stuff.

HeartlessCloud07
via the message board

The demo is beyond fun. I spent like half an hour just killing frogs and snakes. And an hour changing my camo. Too bad you only get one face-paint pattern, though.

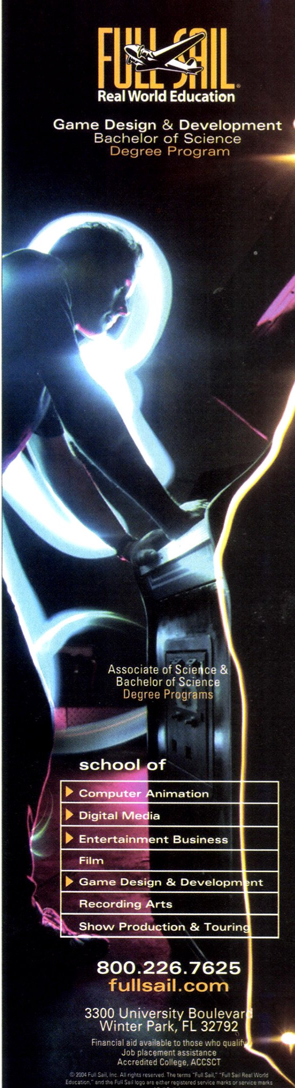
SlayersZel
via the message board

The only thing iffy was the camouflage. You had to go into the Survival menu just to pick [it] out. There should be a quick selection. It would make it easier. But I love how the weapons sound when you fire them. And the reaction of the guards when they get shot.

justnatecole
via the message board

If you think it's hard without the radar, uh, you'd better practice. I can finish the demo in about 10 minutes now, but I recently got some hands-on time, and it took me 45 minutes to get through it that time. The actual game is going to be a lot harder.

Scooter
via the message board



FULL SAIL®
Real World Education

Game Design & Development
Bachelor of Science
Degree Program

Associate of Science &
Bachelor of Science
Degree Programs

school of
- Computer Animation
- Digital Media
- Entertainment Business
- Film
- Game Design & Development
- Recording Arts
- Show Production & Touring

800.226.7625
fullsail.com

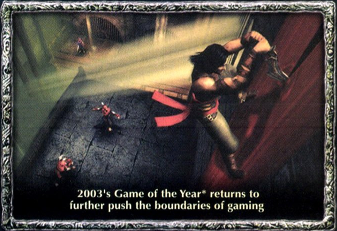
3300 University Boulevard
Winter Park, FL 32792

Financial aid available to those who qualify
Job placement assistance
Accredited College, ACCSCT

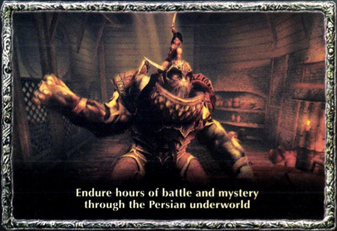
© 2004 Full Sail, Inc. All rights reserved. The terms "Full Sail," "Full Sail Real World Education," and the Full Sail logo are either registered service marks or service marks

One Fate.
Prince of Persia
WARRIOR WITHIN
UBISOFT

PRINCE of PERSIA
WARRIOR WITHIN


2003's Game of the Year* returns to further push the boundaries of gaming

Develop unique combat styles with the Free-Form Fighting System


Endure hours of battle and mystery through the Persian underworld

princeofpersiagame.com

FEATURING MUSIC BY:
GODSMACK

RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org for updated rating information.

PC CD-ROM SOFTWARE

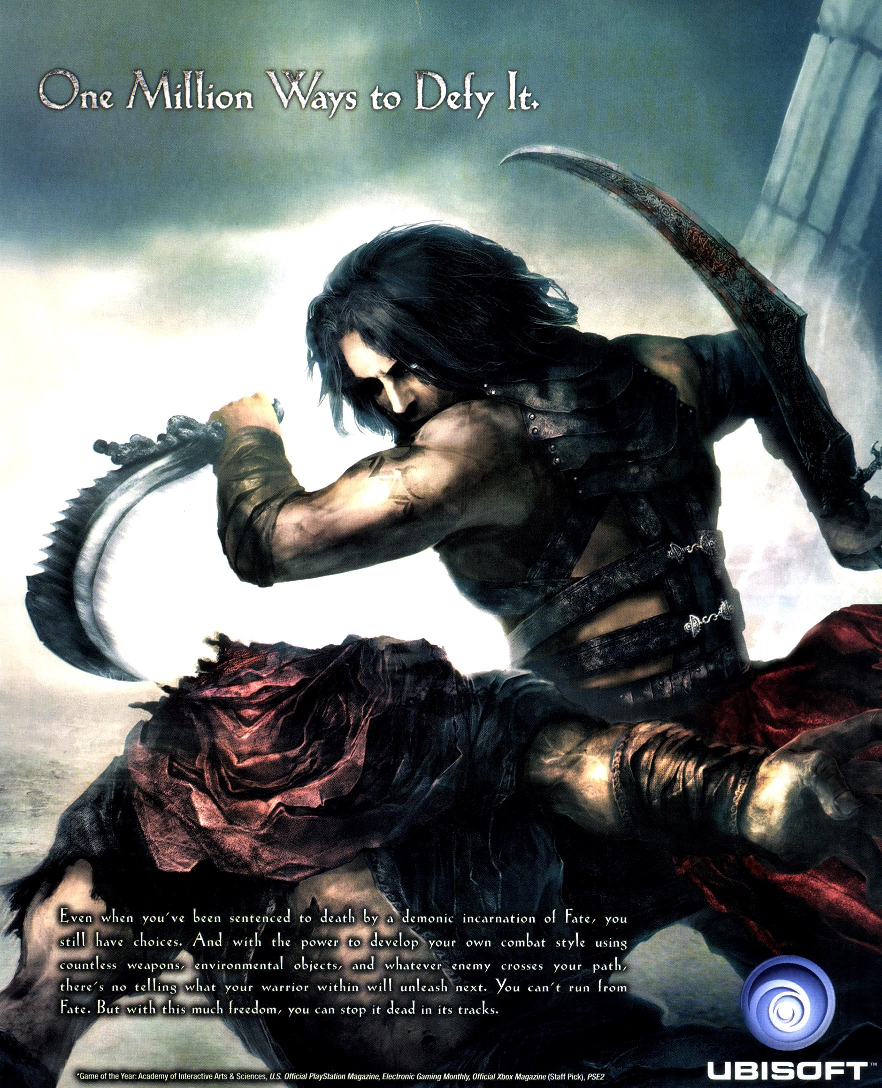
XBOX

XBOX LIVE ONLINE ENABLED

NINTENDO GAMECUBE

PlayStation 2

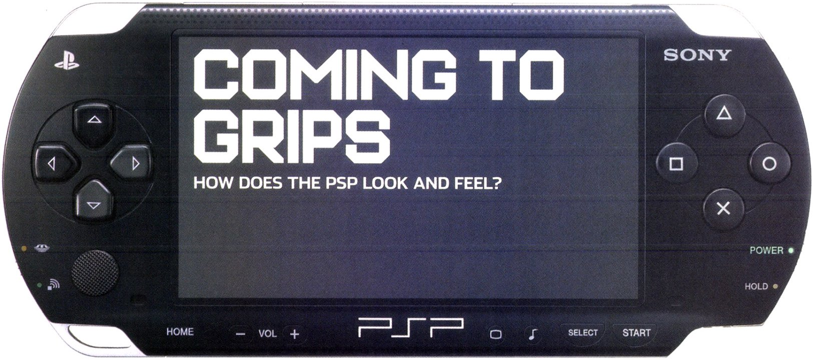
© 2004 Ubisoft Entertainment. Based on Prince of Persia® created by Jordan Mechner. All Rights Reserved. Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Prince of Persia and Prince of Persia Warrior Within are trademarks of Jordan Mechner used under license by Ubisoft Entertainment. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, Xbox Live, the Live logo, and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. © 2001 Nintendo. Software platform logo TM and © IEMA 2003.


One Million Ways to Defy It.

Even when you've been sentenced to death by a demonic incarnation of Fate, you still have choices. And with the power to develop your own combat style using countless weapons, environmental objects, and whatever enemy crosses your path, there's no telling what your warrior within will unleash next. You can't run from Fate. But with this much freedom, you can stop it dead in its tracks.

UBISOFT

*Game of the Year: Academy of Interactive Arts & Sciences, *U.S. Official PlayStation Magazine, Electronic Gaming Monthly, Official Xbox Magazine* (Staff Pick), *PSE2*



COMING TO GRIPS

HOW DOES THE PSP LOOK AND FEEL?

ANALOG NUB

To be honest, it's a little weird. When we first walked into the PSP area and watched people play games like *Coded Arms, Dynasty Warriors,* and *Ridge Racer*, people were noticeably having trouble steering in a straight line. In fact, it even took some gamers a few moments to stop doing donuts in *Ridge Racer*. We had some problems as well but managed to get a hang of it. It's not as good as a traditional analog stick, but for a handheld, it works fine.

THE SCREEN

This is quite possibly the best screen we've seen on any handheld device. Not only is everything bright and crystal clear, but it doesn't appear to suffer from ghosting that usually plagues small screens like this when there's a lot of quick action. It also seems like developers have no problem embracing the 16x9 aspect ratio. Sony should release a heavy-duty carrying case for the PSP because you'll want to do everything in your power to prevent that screen from being damaged.

THE SYSTEM

If you've ever held an older version of the Atari Lynx, which you probably haven't, then you have a decent idea of what it's like to use the PSP. Because of the screen, the system is quite long, so you probably couldn't fit it comfortably in your pocket. But it's light, the D-pad and the face buttons are placed well, and the device, overall, looks incredibly slick. The multimedia buttons at the bottom of the PSP are a little small, but you don't really have to worry about them all that much.

HYPE

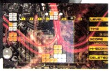
64>

HOLIDAYS

WANT PRESENTS? HERE ARE SUGGESTIONS...

INSIDE

44 ALL-NEW PS2
Thinner is always better.
48 CALL OF DUTY
War all the time—and you're in it.
50 METAL GEAR ACID
Ready to kick some ass using playing cards?
52 METAL GEAR SOLID 3
Hands-on impressions from the first four hours.
56 THE INCREDIBLES
Get a taste of being incredible with this superhero family.
62 WANDA
Ico's spiritual successor finally appears.



SHOW STOPPER

THE PSP STORMS THE TOKYO GAME SHOW.

Without question, the highlight of this year's Tokyo Game Show was the PSP. While we all had a chance to check it out in person at E3 2003, TGS marked the first time that any real games were playable on the system. Naturally, we ran over to Sony's PSP area to check out some of the more important games that are scheduled for the PSP launch, or close to it.

CODED ARMS

Konami hasn't released a lot of information on its first-person shooter, but what we saw at TGS was pretty impressive. The controls are like those found in the *Turok* Nintendo 64 games, so you control movement with the PSP's analog nub, and strafe as well as look up and down using the face buttons. It's a little tricky at first, particularly when maneuvering through narrow passageways, but you get used to it. There isn't much in terms of action at this point either but the few firefights in the demo show that Konami is heading in the right direction.

Pub. Konami Dev. Konami

DYNASTY WARRIORS

It's *Dynasty Warriors*, but in handy portable form. The environments and characters aren't quite as detailed as in PS2, but *Dynasty Warriors* for the PSP has all the same epic battles that its console counterpart is known for, so there are still plenty of enemies for you to fight. However, the map system is a little weird, so it's difficult to know where you're going or what exactly you're supposed to be doing. But we're pretty sure that has to do more with the language barrier than anything else.

Pub. Koei Dev. Koei

METAL GEAR ACID

There was only a single level of *MGA* playable at the show, but it gave a good idea of what to expect from the final game. Essentially, in this level, you play as Snake in a small base where there are six or seven guards patrolling the center area. It's easy to just wait around and let the guards use their turns while waiting for one of them to become isolated from the rest of the group. When that happens, you just move into position, use one of the weapon cards, and start firing away. See more on page 50.

Pub. Konami Dev. Konami

NEED FOR SPEED UNDERGROUND RIVALS

Much like *Tiger Woods, Need for Speed* is pretty far along, at least in terms of visuals. Most of the special effects from the recent *Need for Speed Underground* games are in the PSP game, and the car model looks great. Still, there isn't much to demo since there's only one car driving around a single track, and it takes a little while to adjust to driving with the analog nub, but it should be one of the better PSP launch games.

Pub. EA Games Dev. Team Fusion

LUMINES

We're both disappointed and excited by the PSP game coming from Tetsuya Mizuguchi, the creator of *Space Channel 5* and *Rez*. On one hand, it's not really related to *Rez* at all. On the other hand, it's a puzzle game with some awesome music. The mechanics aren't terribly difficult. All you have to do is make a rectangle from two different patterned blocks that drop from the top of the screen. When you match the patterns up, they disappear, but if you fail, then the blocks start stacking up, making the game much more difficult.

Pub. Bandai Dev. Q Entertainment

RIDGE RACER

It's the first PSP game that really makes us say "Wow!" It's not because of the game itself. After all, most of us played *Ridge Racer V* a bunch of times already, and the demo features a similar track and no other cars. But the fact that it looks nearly identical to, if not better than, *Ridge Racer V* for the PS2 is a sign of how powerful Sony's handheld is. Plus, hearing the old *Ridge Racer* music through PSP headphones makes us all giddy because it reminds us of the PS1 launch.

Pub. Namco Dev. Namco

TIGER WOODS PGA TOUR

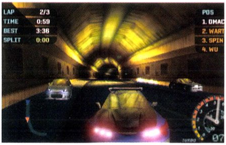
Out of all the PSP games at TGS, *Tiger Woods* felt the furthest along. Nearly all of the features from the PS2 version of *Tiger Woods* are in the PSP version, including impressive custom character options and online play. More importantly, the gameplay is nearly identical since the analog nub faithfully replicates the experience of using a full analog stick to swing. Unfortunately, at the current time EA has no plans to support connectivity features between the PSP and PS2 versions of the game.

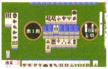
Pub. EA Sports Dev. Team Fusion

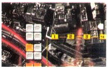
VAMPIRE CHRONICLE: THE CHAOS TOWER

Capcom wanted to do something for the 10th anniversary of the *DarkStalkers* series, so it decided to release a special version on the PSP. It's pretty similar to the collection released on Dreamcast in that it essentially contains the fighting styles and music from previous *DarkStalkers*. There's also a special chaos tower mode that appears to involve objective-based fighting. Interestingly, the producer of the game says this will be closer to arcade-perfect than any previous console port. Online play is also part of the package.

Pub. Capcom Dev. Capcom



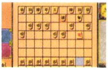


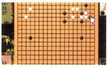


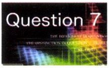
MIX AND MATCH

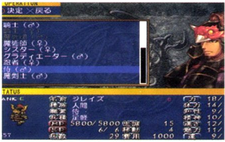
Want to play a fun game? See if you can match up the screens above with the titles below.

牡 2 鹿毛 498kg
マンファス02
5年 4月 1週
5000万0000円
馬情報
父 サンデーサイレンス
母 マンファス
いい感じに仕上がってきたわね
来年のダービーはこの馬で決まりよ









999
ENABLE
042/03

REST
6.00
REST
21.00
00006247
00005716

THE JAPANESE PSP LIST

WHAT WE KNOW SO FAR

AQUA PLUS
Visual Novel (tentative title)
Arika
TGM-K (tentative title)
Technic Cute (tentative title)
Atari Japan
Untitled Action Adventure
Untitled Driving
Untitled Racing

ATLUS
EX Game of Life (tentative title)
Persona (tentative title)
Princess Crown (tentative title)
Touge MAX (tentative title)

BANDAI
Dragon Ball Z (tentative title)
Legend of Heroes Gagabu Trilogy
Lumines (tentative title)
Mobile Suit Gundam (tentative title)
Naruto (tentative title)
One Piece (tentative title)
Patlabor (tentative title)
Soukyu no Fafner (tentative title)

BANPRESTO
Super Robot Wars (tentative title)

CAPCOM
Devil May Cry (tentative title)
Vampire Chronicle: The Chaos Tower
Viewtiful Joe (tentative title)

CYBER FRONT
Koron

D3 PUBLISHER
Puzzle Game (tentative title)

DORASU
Two Pachislot games

ELECTRONIC ARTS
Need for Speed Underground Rivals
Tiger Woods PGA Tour

FROM SOFTWARE
Armored Core Formula Front
Innovative Adventure Game (tentative title)
King's Field (tentative title)
Tenchu (tentative title)

GENKI
Shutokou Battle (tentative title)

GLOBAL A ENTERTAINMENT
Mushi

HUDSON
Rengoku: The Tower of Purgatory
Bomberman (tentative title)
Tengai Makyo (tentative title)

IDEA FACTORY
Shin Tenmakai (tentative title)

KOEI
Mah-jong Taikai (tentative title)
Sangokushi (tentative title)
Shin Sangoku Musou (tentative title)

KONAMI
Mah-jong Kakuto Club (tentative title)
Maze-Exploring Type Monster Shooting (tentative title)
Metal Gear Acid
Powerful Pro Baseball (tentative title)
Winning Eleven (tentative title)
Ys—The Ark of Napishtim (tentative title)

MAINICHI
Tokyo University Shogi Portable

MARVELOUS INTERACTIVE
A.I. Series Go
A.I. Series Mah-Jong
A.I. Series Shogi
Harvest Moon (tentative title)
Kawa no Nushitsuri (tentative title)
Pilot ni Narou! (tentative title)

MEDIA WORKS
Kino no Tabi The Beautiful World

MTO
Angel Collection (tentative title)
Puzzle Game (tentative title)

NAMCO
Mojipittan
Namco Colosseum (tentative title)
New Ridge Racer (tentative title)
Taiko no Tatsujin (tentative title)
T.O.E. (tentative title)

NIPPON ICHI SOFTWARE
Makai Wars

NOW PRO
Higanshi (tentative title)
Intelligent License (tentative title)

ONGAKUKAN
Mobile Train Simulator + Densha De Go! Tokyo Shinkansen Collection

SAMMY
Pachislot

SEGA
Project S
Puyo Puyo Fever

SONY COMPUTER ENTERTAINMENT
Derby Time
Dokodemo Issyo
Ghost in the Shell: Stand Alone Complex
Gran Turismo 4 Mobile (tentative title)
Karaoke (tentative title)
Minna no Golf Portable
MMORPG (tentative title)
Novel (tentative title)
Piposaru Academia—Dossari!
Saruge Daizenshuu Complete Collection
Popolocrois Monogatari
Red Line
Sarugetchu P!
Talkman
Tenchi no Mon

SPIKE
RS Revolution

SQUARE ENIX
Undecided (as in, they aren't telling)

SUNRISE
New-Model Simulation Game

SNK PLAYMORE
KOF (tentative title)

TAITO
Puzzle Bobble Pocket
Space Invaders Pocket

TAKUYO
Hoshigari Empusa
Plus Plumb 2

TECMO
Karakuri (tentative title)
Tecmo My Generation (tentative title)

TOMY
Action Game (tentative title)

WORK JAM
Detective Jinguji Saburo (tentative title)

X-NAUTS
Sengoku CANON

YAMASA
Yamasa Digi Portable

YUKE'S
Pro Wrestling

MIDWAY

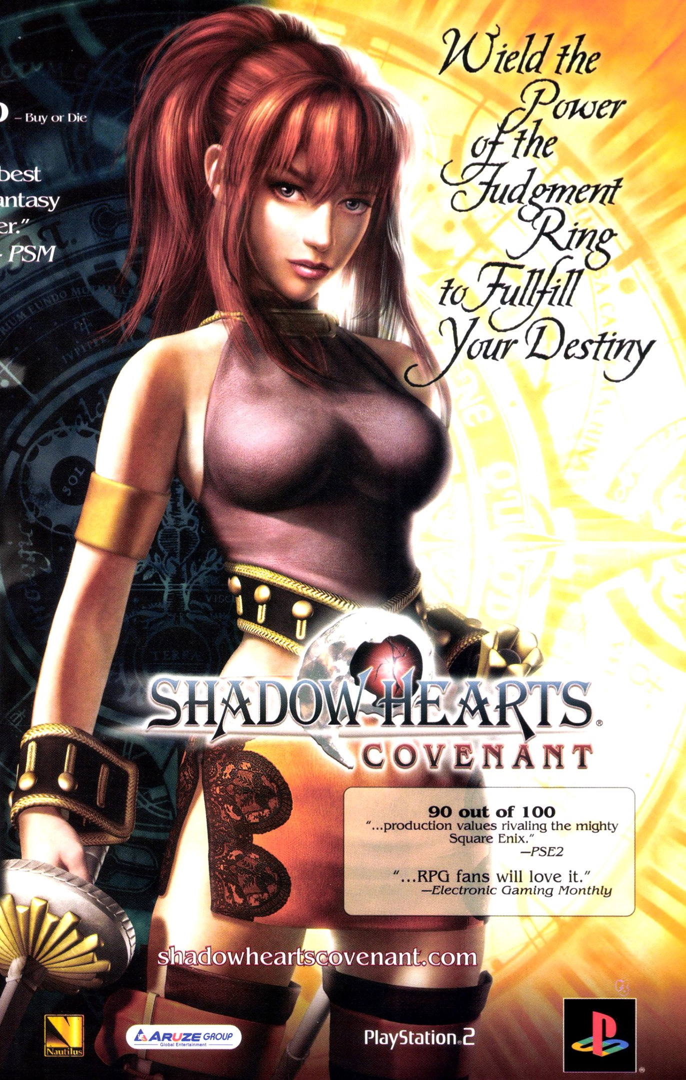
10 out of 10 – Buy or Die

"A gothic saga that rivals the best that Final Fantasy has to offer."
— *PSM*

A fantastical world filled with ancient magic, mystical lore, unspeakable curses and a diabolical plot

Combine split second timing and skillful combat strategy to master the Judgment Ring's powerful and stackable attacks

Fight as a Harmonizer and transform into more than 20 astonishing creatures


Wield the Power of the Judgment Ring to Fullfill Your Destiny

SHADOW HEARTS® COVENANT

90 out of 100
"...production values rivaling the mighty Square Enix."
—*PSE2*

"...RPG fans will love it."
—*Electronic Gaming Monthly*

shadowheartscovenant.com

TEEN
T
CONTENT RATED BY ESRB

Language
Partial Nudity
Suggestive Themes
Violence

Nautilus

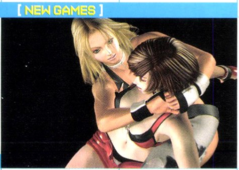
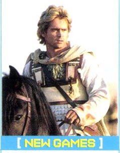
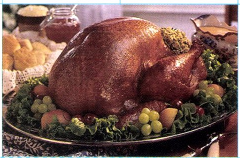
ARUZE GROUP Global Entertainment

PlayStation 2

©2004 ARUZE CORP. All Rights Reserved. ©2004 Nautilus Inc. Distributed by Midway Home Entertainment Inc. under license. MIDWAY and the Midway logos are trademarks of Midway Amusement Games, LLC. Aruze Corp. and its affiliates do not monitor, endorse or accept responsibility for any non-Aruze website. Midway Home Entertainment Inc. and its affiliates do not monitor, endorse or accept responsibility for the content of any non-Midway website. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

NOVEMBER 2K4

THE MONTH AHEAD FOR YOU AND YOUR PLAYSTATION 2

SUN	MON	TUES	WED	THU	FRI	SAT
	01 There are a lot of games coming out this month—what better way to prepare for them than to buy a new, pretty, small PS2?	**02** Time to test out that new PS2. You might try *ATV Offroad Fury 3, Bard's Tale, Battle Assault 3, Guilty Gear Isuka, Killzone, King of Fighters, The Lord of the Rings, The* [NEW GAMES]	**03** *Third Age, Ratchet & Clank: Up Your Arsenal, Spyro, World Championship Poker,* or *WWE SmackDown! Vs. Raw.* Whew.	**04**	**05** Pixar is one movie closer to being forever free of Disney: *The Incredibles* opens in theaters.	**06**
07	**08** Get ready for round two, which includes *EyeToy: Anti-Grav, Gretzky NHL 2005, Jak 3, Karaoke Revolution Vol. 3, Rumble Roses,* and *The Urbz.* [NEW GAMES]			**11**	**12** The world's premier psycho doll takes his fifth outing as *Seed of Chucky* opens.	
	15 And yet another wave of games launches this week, as *Call of Duty: Finest Hour, Crash 'N' Burn, ESPN College Hoops 2K5, Metal Gear Solid 3, NCAA March Madness 2005,*	**16** *Need for Speed Underground 2, Prince of Persia: Warrior Within,* and *GoldenEye: Rogue Agent* hit store shelves. [NEW GAMES]	**17** One of the forefathers of gaming gets older today: Wish a happy 52nd birthday to **Shigeru Miyamoto.**	**18**	**19** If you don't know **who lives in a pineapple under the sea,** perhaps you should go watch a certain movie that opens today. 	**20**
21 Kiss your remote control thank you as you celebrate **World Television Day.**	**22** Old-school meets new-school again tomorrow when *Viewtiful Joe 2* arrives in stores.	 [NEW GAMES]	**24** Become acquainted with the original Prince of Persia—*Alexander* opens today.	**25** When you get a chance to put down your controller, eat lots of turkey and be **thankful** for stuff.	**26**	**27**
28 Professional smartass and Dana's secret boyfriend **Jon Stewart** turns 42.	**29**	**30** Those of you who haven't gone into bankruptcy because of your game-buying frenzy earlier in the month can now buy *Ghost Recon 2.* [NEW GAMES]				

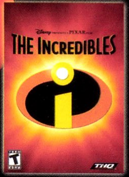
EXPECT THE INCREDIBLE!

"SO EXCITING IT MAKES US JUMP OUT OF WINDOWS TRYING TO EKE OUT SOME LATENT SUPERPOWERS"
– PREVIEW, GMR JUNE 2004

Use your super strength to survive an onslaught of enemies as Mr. Incredible

Use your super speed to run for your life as Dash

Stretch your powers to the limit as Mrs. Incredible


Disney presents a PIXAR film
THE INCREDIBLES
THQ

PlayStation 2
XBOX
XBOX LIVE ONLINE ENABLED
NINTENDO GAMECUBE
PC CD-ROM SOFTWARE
Mac

OWN THE GAME NOVEMBER 2nd.

In theaters November 5th. Save the day.

GAME BOY ADVANCE
PIXAR ANIMATION STUDIOS
Disney INTERACTIVE

www.incrediblesgame.com

TEEN
T
CONTENT RATED BY ESRB
Cartoon Violence

The Incredibles © Disney/Pixar. © 2004 THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners. The term OMNIDROID is used by permission of Lucas film Ltd. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. TM, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. © 2004 Nintendo. Microsoft, Xbox, Xbox Live, the Live logo, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.

THQ
www.thq.com

THE WORLD'S
DARKEST HOUR...
...SHALL BE
YOUR FINEST.

"ONE OF THE MOST EXCITING CONSOLE SHOOTERS IN YEARS."
–GameSpy

"THE MOST FRANTIC AND REALISTIC COMBAT SEQUENCES EVER PUT INTO A GAME."
–Game Informer Online

AVAILABLE FALL 2004

WWW.CALLOFDUTY.COM

Intense battlefield moments put you in the heat of the action.

Together with your squad, take on a variety of combat missions.

Epic single-player missions or go online for Axis vs Allies team-based multiplayer action.

Head to the frontlines and experience the cinematic intensity and chaos of battle of World War II's most legendary conflicts including the Russian infantry charge at Stalingrad, the British PPA Commando raids in North Africa and the American-led tank charges in Germany.

CALL OF DUTY™
FINEST HOUR™

TEEN T CONTENT RATED BY ESRB

Blood
Violence

NINTENDO GAMECUBE

XBOX

XBOX LIVE

PlayStation 2

ONLINE BROADBAND ONLY

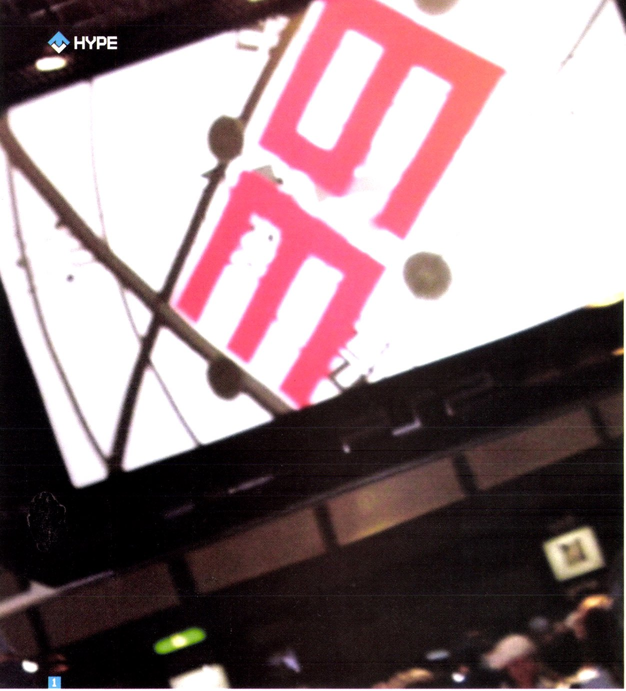
SPARK

POWERED BY gamespy

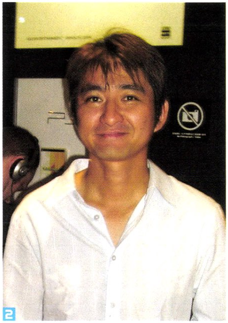
ACTIVISION

© 2004 Activision, Inc. Activision is a registered trademark and Call of Duty and Call of Duty: Finest Hour are trademarks of Activision, Inc. All rights reserved. PlayStation 2 version developed by Spark Unlimited, Inc. Online play requires internet connection, Network Adaptor (for Playstation 2) and Memory Card (8MB) (for PlayStation 2) (each sold separately). The Online icon is a trademark of Sony Computer Entertainment America Inc. Microsoft, Xbox, Xbox *Live*, the *Live* logo, and the Xbox logos are registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. © 2001 Nintendo. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. GameSpy and the "Powered by GameSpy" design are trademarks of GameSpy Industries, Inc. All rights reserved. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners.

activision.com



1



2

METAL GEAR SOLID 3
SNAKE EATER
KO

3

TGS-O-RAMA

THE SIGHTS AND SOUNDS OF THE TOKYO GAME SHOW

1 The PSP area was guarded by an enormous model of Sony's handheld that occasionally played videos of upcoming games and demonstrations of the device's ability to inject happiness into all those who touch it.

2 *Rez* creator Tetsuya Mizuguchi was on hand in the PSP area to help showgoers learn how to play his new puzzle game, *Lumines*. Notice the sign in the back that says no pictures, to which we said, "You're not the boss of us, TGS!"

3 As always, Konami's booth was pretty packed, especially when the new trailer for *MGS3* was showing on the big screen or when Hideo Kojima took time to speak to fans. Unfortunately, no bee wranglers came out to demonstrate how one of the new bosses in *MGS3* attacks Snake.

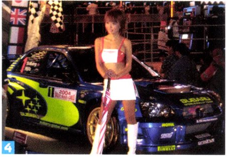
4 What kind of show would it be without the booth girls? This particular booth girl had an incredibly fun time standing in front of the Impreza rally car while dozens of drooling members of the media snapped pictures. She's carrying an umbrella for defensive purposes.

5 There were plenty of videogame celebrities at the show, including Sega's own Yu Suzuki, who was showing off some *Shenmue Online*. We don't think he could hear the collective "Dear God, what are you doing!?!" coming from the fans of *Shenmue* and *Virtua Fighter*.

6 Just outside the PSP booth, Sony had a display wall with a few PSPs and packaging for the games, just to give an idea of what people should look for when they line up at midnight for the PSP's release. Particularly noteworthy is the PSP remote, which is like the remote for Apple's iPod.

7 We'll be honest: The only part of EA's booth that really managed to attract a large crowd was the *Need for Speed Underground 2* section, and for obvious reasons. This particular booth girl seemed angry most of the time, like she wanted to punch all of us in the breadbasket.

8 It's OK, Crash. That guy on the right there still loves you.



4

5

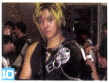
13

6

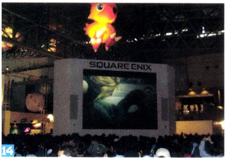
7

8

9



10



14

11

12

15

TGS 101

Unlike E3, the Tokyo Game Show is actually open to the public on two of the three days. It doesn't really make our job any easier when there are literally thousands of fanatic videogame fans running in and out of booths looking for free stuff. And the fact that children are allowed gives owners of baby strollers an opportunity to use the toddler-carrying device as a vicious weapon. But, at the same time, it gives perspective on what the general Japanese public is truly interested in—even if that means it's a game based on some obscure anime. Plus, if the public weren't allowed into the show, then none of the cosplayers would be able to do their thing in the main area between the two halls. And a TGS without any cosplaying would just plain suck.

9 Unfortunately, *Wanda and the Giants* wasn't playable at the show, but Sony had a live band play the music to the trailer at different times during the show, which was very cool.

10 Cosplay. You don't really need to say much more than that. On average, the cosplayers that attend TGS tend to have higher quality costumes than most of the cosplayers over here—except for the guy dressed as Oogie Boogie, who basically wore a burlap sack with a frowny face on it.

11 The Sega Sammy booth was pretty impressive, mostly because it finally made us realize that the two companies are indeed merging. But there were a ton of games, including *Sega Rally 2005*, *Berserk*, and the PS2 port of *Virtua Fighter 2*.

12 If you didn't know already, EA publishes most of the LucasArts' stuff in Japan, so naturally it'd have a bunch of people dressed up in *Star Wars* costumes at the show. Jango Fett's gained a few pounds since *Episode II*, but we were just glad none of these guys collapsed because of the heat.

13 These girls in the PSP booth absolutely rocked. If they saw you standing around wondering which of the lines you should get in, they'd come up to you and ask if you wanted to use the PSP attached to a pack on their belts. Of course, we had to resist the urge to rip it from their hands and run.

14 The king of all TGS booths, Square Enix had absolutely enormous crowds throughout the show, but the coolest place to be seemed to be near the back wall, where a massive video screen was playing a constant loop of trailers for *Advent Children*, *Dragon Warrior VIII*, *Kingdom Hearts II*, and *FFVII: Dirge of Cerberus*.

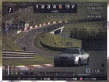
15 Capcom had one of the best booths on the show floor in terms of the sheer game variety. Showgoers got some hands-on time with *Devil May Cry 3*, *Viewtiful Joe 2*, *The Nightmare Before Christmas*, and many others. Plus, Capcom had some good stage shows that involved developers coming on stage and talking about their games...in Japanese, of course. «

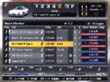
FINAL LAP

DEVELOPMENT ON GRAN TURISMO 4 HEADS INTO THE HOME STRETCH

THE TRACKS

The El Capitan track in Yosemite is just one of the many new tracks you'll find in *Gran Turismo 4*. The reason for including a track based in the California national park stems from the team's desire to convey a sense of travel in *Gran Turismo*, making it a truly global automotive experience. "We already did something similar with the Grand Canyon track," says Kazunori Yamauchi, president of Polyphony Digital. "We [decided to use the same development techniques] on the Yosemite track." Additionally, each track in the game has been completely rebuilt from the ground up with new topographic and general track information. You'll notice it right away in the Laguna Seca track, which features a more accurate representation of various visual cues.





B-SPEC MODE

Think of it as *Gran Turismo Tactics*. B-Spec mode essentially puts you in the role of director as you watch a car speed around the track. But instead of just switching the camera angles as you would in a normal replay mode, you can actually determine how the car drives. The numbers at the top of the screen correspond to how hard the car is driving—one means that your car isn't being aggressive but also won't have to pit as much, while five means that your car is really aggressive and will require more pit stops. There's also an overtake option when you're in position to pass by another car. It's an interesting take on traditional driving and one that Yamauchi hopes will attract a whole new breed of *Gran Turismo* fans. "Talking from a user's point of view, or from my point of view since I'm the original user, I've always been interested in racing," Yamauchi explains. "But after many years of racing, sometimes I just like to sit back, drink a cup of coffee, and watch what's going on without having to do all that racing. B-Spec is there for that."

THE CARS

Ever since *Gran Turismo 4* was first announced, we knew there would be plenty of cars to choose from—around 500 to be exact. But Polyphony has gone beyond the call of duty and included approximately 650 cars from 80 different manufacturers in the game. There are plenty of concept cars, muscle cars, old classics, street racers, and some especially unique vehicles, such as Jay Leno's Tank Car and the Hommel Berlinette RS Coupe. Not surprisingly, there are also cars that have yet to be (or will soon be) officially unveiled by their manufactures, which signals the influence the *GT* series has over the automotive industry. Still, if you're a fan of Ferrari, we're afraid you're going to be disappointed again this year. "Every time I make a new game in the series, I approach Ferrari," says Yamauchi. "If we were trying to make a game with only Ferrari cars, it'd be a different matter, but when you've got more than 650 different cars, you can't spend too much time trying to get the license for one particular car."

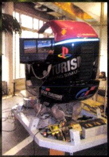
PHOTO MODE

You may have already heard about *Gran Turismo 4*'s photo mode. The concept is fairly basic—snap shots of your favorite car while it's on the track. "We wanted to include something for players that was very realistic," Yamauchi reveals. "It was easy to include the functions that make up the photo mode. But it was difficult to get a high enough quality that you wouldn't be able to tell that it came from a game if you picked up the photo and looked at it. We thought that if it looked like it came from a game, you would think, 'So what?'" The mode is broken down into two suboptions. One of them, photo drive, lets you take a picture of your car as it's racing around the track while using various camera effects like motion blur. The other option is called photo travel, in which you can place your car in a specific area on one of several tracks and take a picture. You can even print out the pictures—Epson will be releasing two printers specifically built for the game.

CAREER

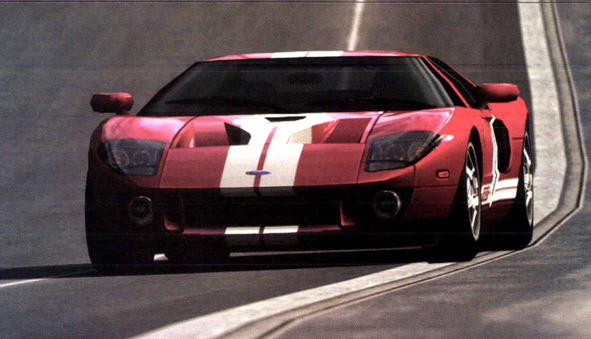
Gran Turismo 4's career mode is similar \to the one found in the previous game, but Polyphony has made plenty of tweaks. In this mode, you can visit your garage to check up on your collection as well as visit various facilities to wash your car or change your oil. It also has car dealers to visit and a new calendar system to help you track your progress throughout the game. And yes, there are still special racing events as well as license tests similar to those found in *GT4 Prologue*, but more important, there's a mission-based racing portion that requires you to fulfill special criteria to win. «

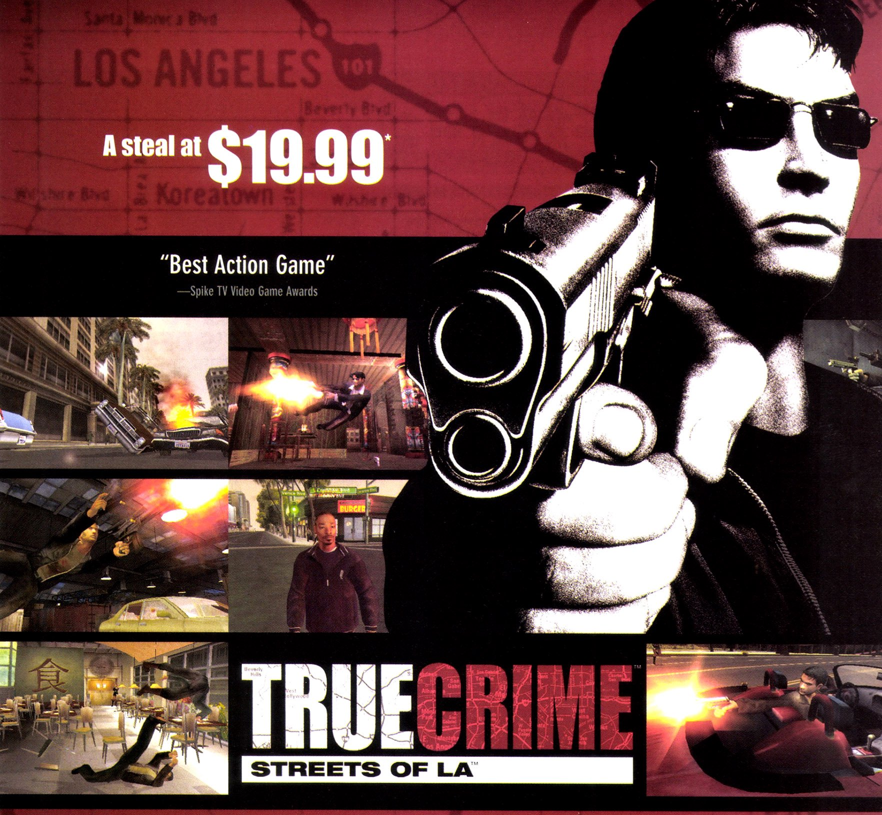
Pub. Sony CEA **Dev.** Polyphony Digital **Release** December 14



THE PIT CREW

Each section of the Polyphony Digital office works on a specific section of the game. A majority of the space belongs to the car-modeling team and its massive amounts of data on various cars. But there's also a section for the human-modeling team complete with scale replicas of a pit crew. There's even a large video-editing section so that the team can put a trailer or some sort of promotional video together within a matter of hours. But the biggest attraction at the Polyphony office is the $30,000 *Gran Turismo 4* simulator, complete with a three-screen dash and hydraulics that make you feel all the little bumps and undulations in each course.





A steal at **$19.99***

"Best Action Game"
—Spike TV Video Game Awards

TRUE CRIME™
STREETS OF LA™

PlayStation® 2 Greatest Hits, Xbox® Platinum Hits, Nintendo GameCube™ Player's Choice editions.

MATURE 17+
M
CONTENT RATED BY ESRB
Blood and Gore
Mature Sexual Themes
Strong Language
Violence

PlayStation 2

XBOX

NINTENDO GAMECUBE

PC CD-ROM SOFTWARE

POWERED BY gamespy

Luxoflux

ACTIVISION

activision.com

truecrimela.com

*PlayStation 2 Greatest Hits, Xbox Platinum Hits, Nintendo Player's Choice pricing. Individual retailers may, at their discretion, charge a higher price. PC pricing may be different.

© 2003-2004 Activision, Inc. Activision is a registered trademark and True Crime and Streets of LA are trademarks of Activision, Inc. All rights reserved. Developed by Luxoflux. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. © 2001 Nintendo. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Entertainment Software Association. PC CD-ROM logo TM and © IEMA 2003. GameSpy and the "Powered by GameSpy" Design are trademarks of GameSpy Industries, Inc. All rights reserved. All other trademarks and trade names are the properties of their respective owners.

Screenshots taken from PC gameplay.

DATA STREAM

SHOCKER

Immersion has won its $82 million patent-infringement lawsuit against Sony. The lawsuit alleged that Sony's DualShock controller violated two of Immersion's patents for controller feedback technology. Interestingly, Microsoft faced a similar lawsuit from Immersion a while back but chose to settle out of court. How this will affect Sony's controllers remains to be seen. Sony plans to appeal the decision, but if the appeal doesn't go through, not only will Sony have to fork out the $82 million, but it will also have to strike some kind of licensing agreement with Immersion or come up with its own vibration technology.

SEE YOU, STRANGER

Yes, it's true. Oddworld Inhabitants' shooter, featuring brand-new characters from the *Oddworld* universe, is now an Xbox exclusive. The reasons behind the change stem from the development team's focus on the Xbox platform in *Stranger*'s early stages of development, when the game was supposed to be published by Microsoft. But it appears there's not enough time to let the PS2 version of the game play catch-up, so the project has been axed entirely. It's too bad, really. We would've enjoyed shooting bees at various things.

FOX TURNS BLU

Twentieth Century Fox, the studio behind *Star Wars* and many other prominent films (including *Office Space, Predator, There's Something About Mary, Titanic,* and *X-Men*), has joined the group of electronic and entertainment studios backing Sony's Blu-ray disc format but has yet to officially choose Blu-ray as the primary format for future films. The Blu-ray technology, which features greater storage capacity than current DVDs, is facing challenges from the HD-DVD format, but the addition of Fox's support and Sony Pictures' recent purchase of MGM bodes well for the format powering the PlayStation 3.

VINCENT MAY CRY

Days before the Tokyo Game Show, Square Enix unveiled another project based on *Final Fantasy VII*. Currently titled *Final Fantasy VII: Dirge of Cerberus*, the game features Vincent Valentine, an optional party member from *FFVII* in what seems to be an action-adventure setting. *Dirge of Cerberus* takes place three years after the events of *FFVII* and includes a new group of enemies who appear from inside the planet. So far, Square Enix has been pretty tight-lipped about it and has shown only a brief trailer of the game in action.

SONY PLANS TO APPEAL THE COURT'S DECISION.

ZOE FLOWER

TUNE IN TOKYO

ZOE FLOWER aka "Gamer Girl," creates TV programs and music videos, and looks good doing it. See the details at zoeflower.1UP.com.

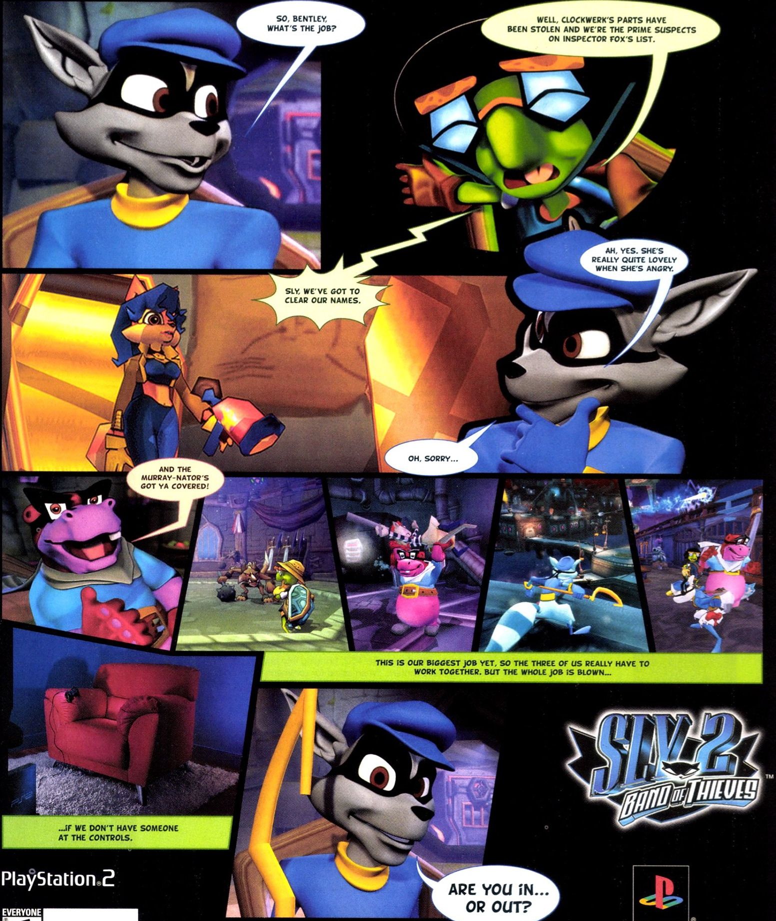
On a recent excursion to Japan where I pretended to be a "serious" journalist (much to the envy of the actual serious journalists who were spending all their time working), and somewhere in between navigating subway trains, decrypting bizarre nonsensical English advertisements ("Smile Is Best Makeup!"), attempting to sing karaoke, and drumming with one arm, I garnered a decidedly Eastern glimpse at the world of gaming. Once I stopped gawking at locals whose T-shirts said things like "For Stamina Daddy," I was able to soak up the videogame culture in what is considered the Mecca of gaming goodness by many fans.

Before I left North America, there was a great deal of cynical industry speculation that the Japanese gaming market was dying. So it was convenient that I went directly to a Squenix press conference where I was informed through the universal language of the pie chart and bar graph that, in fact, it is not. Whether I read the charts correctly will never be known, but I can at least say that my own personal experience supports my conclusions, however inaccurate they may be. From the five-story arcades packed with gamers ranging from businessmen to schoolgirls (and the occasional fashionable businessman in a schoolgirl outfit—hey, it's Tokyo after all!), to the *Final Fantasy* billboards plastered in every train station, to the cellular cyborglike schoolgirls who fingered their keypads with the dexterity of Beethoven, it's obvious that games are an integral part of the culture.

THIS NEAT GADGET CALLED PSP—HAVE YOU HEARD ABOUT IT?

To back up my subjective conclusions, I did attempt to probe the minds of hot Japanese game designers. But with most of these "conversations" taking place in bars the size of phone booths where the only common language sounded more like a drink menu, and with me as the "journalist" trying harder to get my photo taken with the *Ico* team than ask hard-hitting questions about emotional themes and the local buzz over *Wanda*, it's not hard to see why I didn't get much solid data. (But I *did* find out where Tetsuya Mizuguchi does his shoe shopping!)

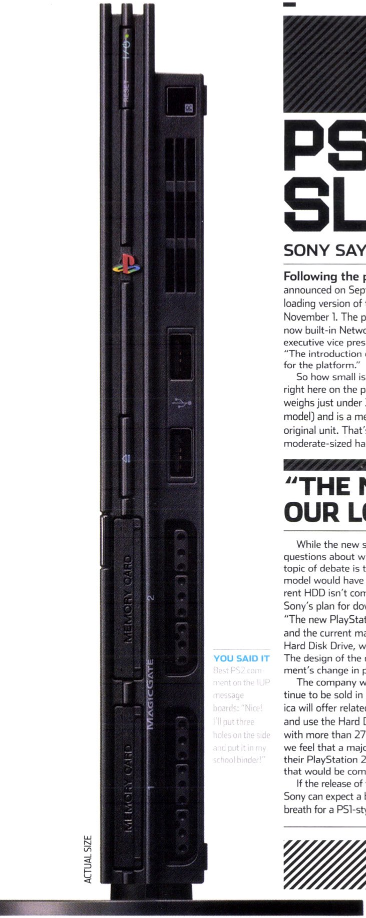
Still worried I might have a skewed perspective, I checked to see what kinds of games and gadgets were being developed locally, because unless Japan is like Canada and enjoys giving away its best resources to the competition without having any domestic benefits (I guess we Canucks don't really need trees and electricity since we live in igloos and communicate through grunts and fire chanting), then there shouldn't have been anything cool to look at. But what did I see? This neat gadget called PSP—have you heard about it? Pretty sure it's going to get a few buyers. *Metal Gear Acid*—who wouldn't want a stealth version of hopscotch? *Final Fantasy* on a sexy cell phone that only works in—you guessed it—Japan. I'm pretty sure that's a definitive sign that a few gamers are still hanging in there. And I haven't even mentioned the massive centipedelike lineups hovering around the Tokyo Game Show for a mere glimpse at a video for *Kingdom Hearts II*! «


SO, BENTLEY, WHAT'S THE JOB?
WELL, CLOCKWERK'S PARTS HAVE BEEN STOLEN AND WE'RE THE PRIME SUSPECTS ON INSPECTOR FOX'S LIST.
SLY, WE'VE GOT TO CLEAR OUR NAMES.
AH, YES. SHE'S REALLY QUITE LOVELY WHEN SHE'S ANGRY.
OH, SORRY...
AND THE MURRAY-NATOR'S GOT YA COVERED!
THIS IS OUR BIGGEST JOB YET, SO THE THREE OF US REALLY HAVE TO WORK TOGETHER. BUT THE WHOLE JOB IS BLOWN...
...IF WE DON'T HAVE SOMEONE AT THE CONTROLS.
ARE YOU IN... OR OUT?
SLY 2 BAND OF THIEVES™
PlayStation®2
LIVE IN YOUR WORLD. PLAY IN OURS.

EVERYONE
E
CONTENT RATED BY ESRB

Cartoon Violence

Sly 2: Band of Thieves is a trademark of Sony Computer Entertainment America Inc. Developed by Sucker Punch Productions LLC. ©2004 Sony Computer Entertainment America Inc. PlayStation and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. "Live In Your World. Play In Ours." is a registered trademark of Sony Computer Entertainment America Inc.



ACTUAL SIZE

PS2 GETS SLIM

SONY SAYS SIZE DOES MATTER

Following the pattern it established with the PlayStation, Sony announced on September 20 that it would be releasing a new smaller top-loading version of the PS2 that will be available in the United States by November 1. The price for the new model, complete with controller and the now built-in Network Adaptor, will be $149.99. At its debut, Jack Tretton, executive vice president of Sony Computer Entertainment America, stated, "The introduction of the new PlayStation 2 is part of our long-term vision for the platform."

So how small is the new model? Well, check out the actual-size image right here on the page. And the numbers back up what you see: The unit weighs just under 2 pounds (compared to about 4 pounds for the current model) and is a mere 1.1 inches thick, making it less than half as thick as the original unit. That's roughly the weight of six game boxes and smaller than a moderate-sized hardback book.

> "THE NEW PS2 IS PART OF OUR LONG-TERM VISION."

While the new smaller PS2 is exciting for all PlayStation fans, it does raise questions about what the long-term vision for the platform is. The primary topic of debate is the Hard Disk Drive. It had been speculated that a new model would have a built-in HDD; not only is that not the case, but the current HDD isn't compatible with the smaller PS2, bringing into question Sony's plan for downloadable content. When asked for comment, Sony said, "The new PlayStation 2 was designed to be slimmer and more lightweight, and the current manufacturing, as well as capacity and design of the internal Hard Disk Drive, would not allow for inclusion in the new hardware model. The design of the new hardware is NOT a sign of Sony Computer Entertainment's change in philosophy regarding the Hard Disk Drive."

The company went on to state, "The internal Hard Disk Drive will continue to be sold in North America, and Sony Computer Entertainment America will offer related services and customer support. Consumers who want and use the Hard Disk Drive are typically the more 'hardcore' gamers, and with more than 27 million PlayStation 2 units already sold in North America, we feel that a majority of those HDD-interested consumers already have their PlayStation 2 units. We are also looking into other memory options that would be compatible with the new PlayStation 2."

If the release of this new PS2 mirrors the release of the redesigned PS1, Sony can expect a brisk surge in sales this holiday season. But don't hold your breath for a PS1-style portable LCD screen—PSP is just around the corner. «

YOU SAID IT
Best PS2 comment on the 1UP message boards: "Nice! I'll put three holes on the side and put it in my school binder!"

2
MEMORY CARD
MAGICGATE
1
MEMORY CARD

2D Fighters
don't change
until the King decrees it so.
KOF
MAXIMUM IMPACT
TM

The synthesis of breathtaking **3D** *animation with the heart and soul of a* **2D** *classic is now complete.*

TERRY BOGARD
47
RYO SAKAZAKI

14 CLASSIC FIGHTERS

LIEN
60
MIGNON

5 NEW WARRIORS

KYO KUSANAGI
47
IORI YAGAMI

LIGHTNING QUICK COMBOS

TEEN
T
CONTENT RATED BY ESRB

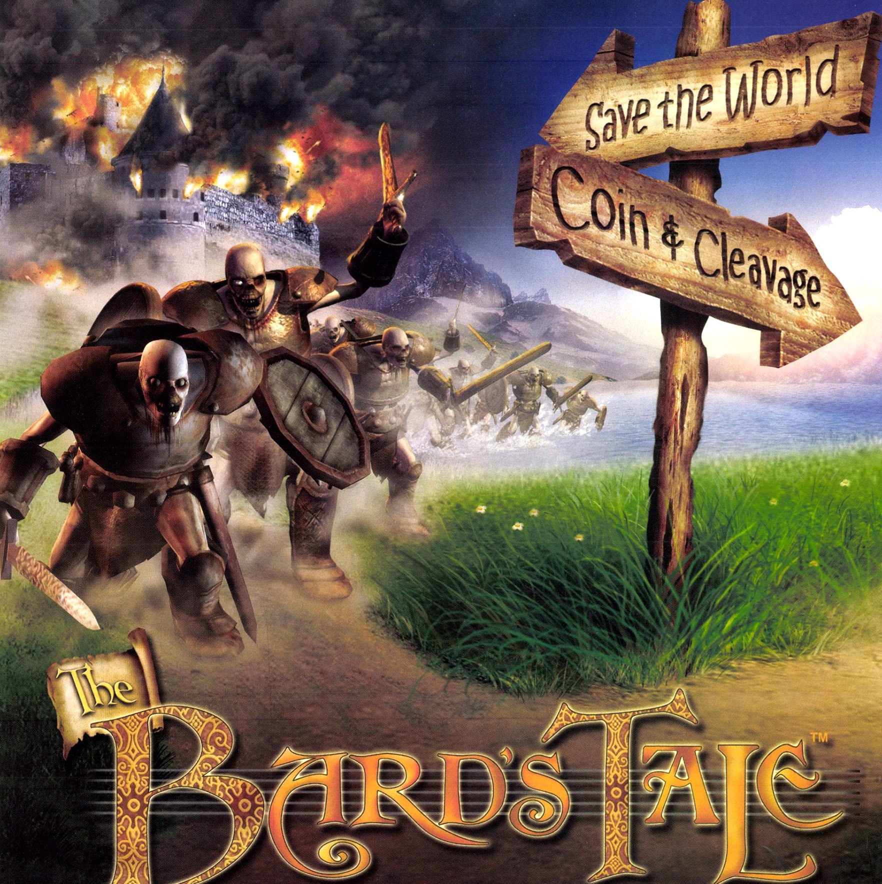
Suggestive Themes
Violence

PlayStation 2

www.kofmi.com

SNK
NEOGEO
USA CONSUMER CORPORATION

© SNK PLAYMORE, THE KING OF FIGHTERS is a registered trademark of SNK PLAYMORE CORPORATION. "SNK" & "NEOGEO" are registered trademarks of SNK PLAYMORE CORPORATION. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association.



Coming Fall 2004

www.thebardstale.com

PlayStation®

PlayStation 2

XBOX

TEEN
T™
Blood
Language
Suggestive Themes
Use of Alcohol
Violence
ESRB CONTENT RATING www.esrb.org

inXile entertainment™

VIVENDI UNIVERSAL games

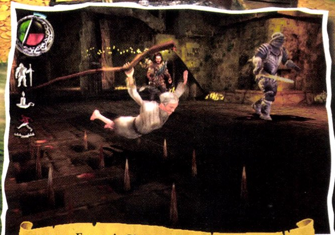
© 2004 inXile entertainment. All rights reserved. The Bard's Tale is a trademark or registered trademark of inXile entertainment in certain countries; and is a trademark or registered trademark of Electronic Arts Inc. in certain other countries where it is used under license. inXile entertainment and the inXile logo are trademarks of inXile entertainment. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are property of their respective owners.

"…Right Now, There Is No Other Game In The Genre That Looks Remotely As Good."
– PSM

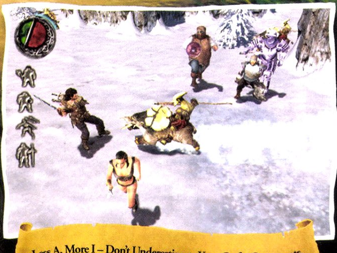
"…It Has Skyrocketed To The Top Of My Most-Wanted Games List."
– Gamespy

"…The Bard's Tale made us bust up. Not just once or twice, but seemingly in every other scene."
– Official PlayStation Magazine

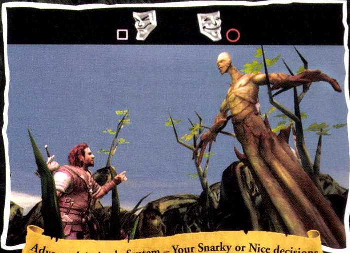
"…more humor than the entire Xbox library combined…"
Pick of the Month – October 2004
- Official Xbox Magazine



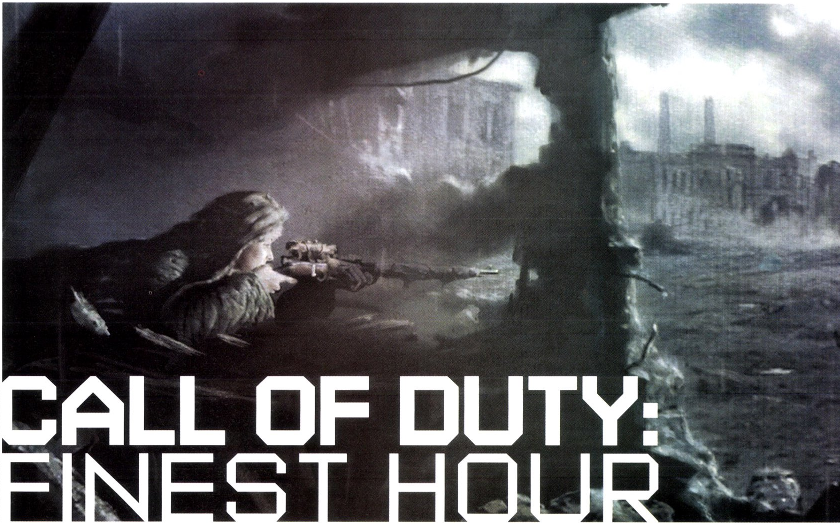
Summon Eccentric Characters To Do Your Dirty Work, Like This Poor Old Bastard Who Finds Traps…the Hard Way.



Less A, More I – Don't Underestimate Your Crafty Opponents.

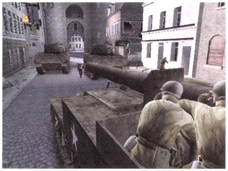


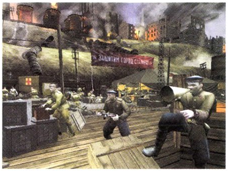
Advanced Attitude System – Your Snarky or Nice decisions change the course of the game for true replayability.

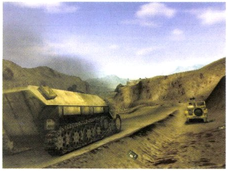


CALL OF DUTY: FINEST HOUR

WAR, AND WHAT IT'S GOOD FOR







Though *Call of Duty* has earned all sorts of accolades on the PC and *Finest Hour* is looking like a sharp adaptation, one can't help but notice that it's yet another World War II shooter. We talked to Activision's Thaine Lyman, the game's executive producer, about *Finest Hour*'s role in the genre, and he pointed out that it's not just games that are bringing the Big One back.

"There's been a lot of WWII in a lot of things," he says. "Movies, books, and TV have all been part of it. It's one of the most compelling and pure good-versus-evil stories in human history, and the largest and arguably most world-changing conflict. The battles were epic in scope, with very lethal technology, but still very personal and infantry-dependent versus the greater focus on 'joystick warfare' of today."

This personal touch is one of the primary features of *Finest Hour,* which sends players all around the European theater as they jump between six different characters in France, Russia, and the northern coast of Africa. To get the personal perspective just right, the development team even enlisted the help of WWII veterans, including Sgt. Johnnie Stevens, who was a member of the 761st Black Panther Tank Battalion and consulted on the tank missions that compose about a third of the game.

But don't think you'll be working alone; one scene has more than 200 soldiers onscreen at once, and you'll have teammates who will work more closely with you. "I'm sure there will always be a place for the lone wolf who single-handedly saves the world," says Lyman, "but as the technology has grown up, so has our ability to show a more realistic world and tell a more interesting story. And part of that involves making the story about more than just the player."

Finest Hour isn't just a character sketch, though—it's still about the visceral first-person-shooter action that's made these period pieces so popular. "Rumbling through the streets in a heavily armed and armored T-34 or Sherman tank," says Lyman, "taking out German panzers, flak guns, and stukas is an opportunity for the kind of wholesale destructive behavior you just can't accomplish on foot. And taking on the Nazis and helping to defeat Hitler is something any gamer can get behind and enjoy." «

Pub. Activision Dev. Spark Release November

DENNIS HAYSBERT Q&A

MAJOR LEAGUE VOICE

ACTOR DENNIS HAYSBERT IS GETTING HISTORICAL FOR CALL OF DUTY: FINEST HOUR

He was the president on *24*, Lambert in *Splinter Cell Pandora Tomorrow*, and Pedro Cerrano in the *Major League* movies. But for actor Dennis Haysbert, his most commanding role is as the narrator of *Call of Duty: Finest Hour*.

OPM How much of *Call of Duty: Finest Hour* did you see before you agreed to do the narration?

DENNIS HAYSBERT I didn't have time to see any of it, but I knew about the PC version, and knew it was a good game. What actually got me interested was the historical significance, the World War II part of it. My son is a big history buff, and I am as well. When we're not playing sports games like *Madden* or *Tiger Woods*, we like to play World War II games.

OPM Did you learn anything about history from the narration?

DH Oh yeah, there was a lot of detail in there that I hadn't been privy to. There was one part about this British general who drove his troops into Germany, but he pushed things a little too hard and got a lot of his guys killed.

OPM How did being the narrator for *Call of Duty: Finest Hour* differ from being a character in *Splinter Cell Pandora Tomorrow*?

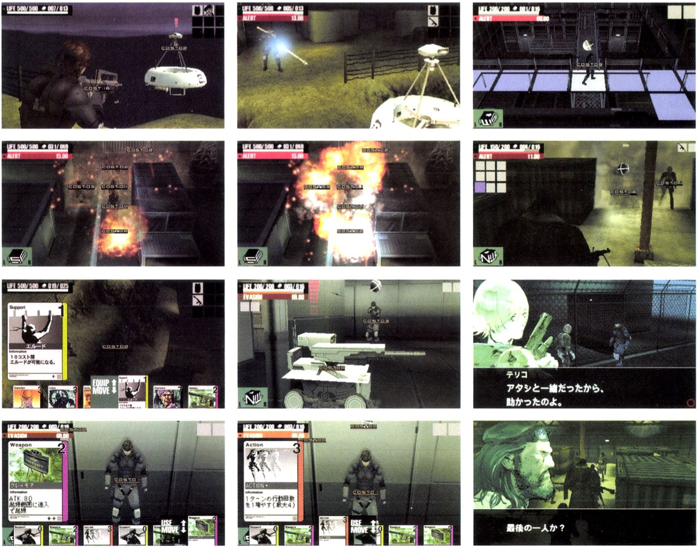
DH There was a very clear difference, though both were equally enticing and fun to do. When I played Lambert in *Splinter Cell*, he was the guy who guides the player along. And that was cool. But with *Call of Duty*, the challenge was to make the narration interesting enough [so] that people would listen to it. But I love doing voiceovers for games, no matter what the role. It's just fun. I'm actually getting ready to do my third one, which is going to be the *24* game. « *Paul Semel*

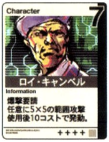
College Campus Challenge
C3

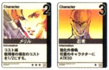
OVER 500 LIVE EVENTS
$300k PRIZE MONEY
Compete in console and PC games at the largest live video game tournament in the country. Register now!
www.VGames.com

PLAY.
COMPETE.
WIN.

ELECTRONIC GAMING MONTHLY
JOINT OPERATIONS TYPHOON RISING
1UP
NYKO INNOVATION FIRST
Logitech
V Games
STREET TEAM Nintendo

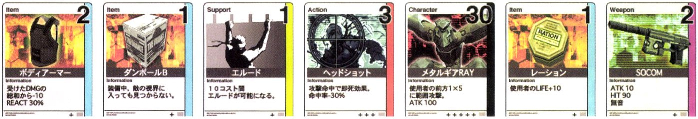

テリコ
アタシと一緒だったから、
助かったのよ。
最後の一人か？


Character
7
ロイ・キャンベル
Information
爆撃要請
任意に5×5の範囲攻撃
使用後10コストで発動。


Character
2
メリル
コスト減
使用者の現在のコストを1/2にする。
Character
3
忍者
強化外骨格
任意のキャラクターに
ATK50

TRUMP CARD

Some decks contain characters from previous *Metal Gear* games. While these characters don't actually show up in the game, their cards give Snake special skills. For example, the Col. Campbell card essentially launches an aerial strike in the area immediately surrounding Snake. Very handy if you're surrounded by four or five soldiers. Other cards that have been revealed include Grey Fox and Meryl, but their functions have yet to be revealed.


Item
2
ボディアーマー
Information
受けたDMGの
総和から-10
REACT 30%
Item
1
ダンボールB
Information
装備中、敵の視界に
入っても見つからない。
Support
1
エルード
Information
10コスト間
エルードが可能になる。
Action
3
ヘッドショット
Information
攻撃命中で即死効果。
命中率-30%
Character
30
メタルギアRAY
Information
使用者の前方1×5
に範囲攻撃。
ATK 100
Item
1
RATION
レーション
Information
使用者のLIFE+10
Weapon
2
SOCOM
Information
ATK 10
HIT 90
無音

SILENCE

The demo we saw has no voicework from the characters, but it's yet to be announced whether that's an intentional design decision or just the result of an early build.

HOUSE OF CARDS

THE DECK IS STACKED AGAINST YOU IN METAL GEAR ACID—LITERALLY

What's the first thing that pops into your mind when you think about the *Metal Gear* series? Card battling, right? No? Well, whether you like it or not, Konami's *Metal Gear Acid* for PSP revolves around turn-based strategy and the use of cards. So, why the change in traditional *Metal Gear Solid* gameplay? "I wanted to do something different and new, as did Hideo Kojima," says Masahiro Hinami, manager of the *Metal Gear Acid* development team. "So I came up with a game plan, and he approved it."

It's certainly different. Before the start of each mission, you'll have access to a deck of cards that contains representations of well-known *Metal Gear Solid* objects and characters. Over the course of a mission, you'll be forced to use these cards to get yourself out of some tight situations or to help enhance your general attack and stealth capabilities. But in some sense, *Metal Gear*'s core mechanics, including the freedom to approach any situation multiple ways, are still intact. "Maybe you're in an area where there are a lot of cliffs or ledges, so you'll want to select the hanging card," Hinami explains. "Or you might just want to get through the part of the level quickly, so you just select the run fast card."

Still, Hinami wants to make sure that people don't come into *Acid* thinking it's the same ol' *MGS*. "One thing we don't want to do is fool the fans. We're not going to hide the fact that it's a card-based game," Hinami adds. "If people want to play an action-style *Metal Gear* game, *MGS3* is coming out pretty soon—they can buy that."

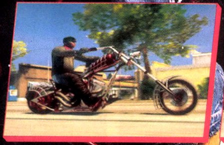
Metal Gear Acid takes place during events that transpire a few years after *Metal Gear Solid*. Snake is on vacation when he's asked by the U.S. government to infiltrate a top-secret island to learn about the Pythagoras project and eventually save 517 hostages, including a potential future president of the United States. Of course, Snake will also have some help along the way. "I worked on some of the previous *MGS* games, so I think I know what *MGS* is all about," says Hinami. "When we come up with a scenario or gameplay, we always consult Mr. Kojima. We communicate all the time while getting his advice and approval."

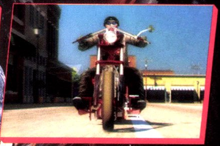
If what we played at TGS was any indication, *Metal Gear Acid* will indeed hold true to the series while presenting it in a unique light. «

Pub. Konami Dev. Konami Release Spring 2005

THE "COOLEST" FAMILY AND THE MOST AWESOME CHOPPERS ARE COMING THIS HOLIDAY!

AMERICAN chopper™ the game





Customize your very own chopper or take a themed chopper for a ride today!

XBOX

PlayStation 2

Discovery CHANNEL entertain your brain

ACTIVISION

RATING PENDING RP CONTENT RATED BY ESRB

Visit www.esrb.org for updated rating information.

©2004 Activision, Inc. and its affiliates. Activision is a registered trademark of Activision, Inc. and its affiliates. All rights reserved. ©2004 Discovery Communications, Inc. American Chopper, Discovery Channel, Entertain Your Brain and related logos are trademarks of Discovery Communications, Inc. and used under license. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox Logos are registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the property of their respective owners.

METAL GEAR SOLID 3: SNAKE EATER

WE'LL TAKE ALL THE SNAKE LOVE YOU CAN GIVE

GOING BANANAS
Snake gets to battle apes in a minigame; Kojima included it because he likes the *Ape Escape* games.

Raiden is not in *Metal Gear Solid 3*. At least, he's not in the first four hours.

Similar to *MGS2*, *MGS3* features a prologue segment followed by the real mission. *MGS2*'s "Tanker" portion is called "Virtuous Mission" here (there's a joke where Snake thinks he's going on a virtual mission, but Maj. Tom corrects him by enunciating the word "virtuous"). The "Plant" equivalent is known as "Snake Eater," named as such because Snake's mission is to go take down the Cobra Unit (similar to Snake going up against FOXHOUND in the original *MGS*). Again, like in *MGS2*, there is a plot twist (not much of a twist, though, if you've watched any of the recent trailers) that occurs at the transition between the two missions. Unlike *MGS2*, the transition between these two distinct sides does not mean a change in protagonist. You remain as Snake the whole time. And barring an incredibly odd twist that is further than four hours into the game, you not only stay as Snake, but you stay in Russia in 1964—Virtuous Mission takes place on August 24, 1964, while Snake Eater takes place on August 30, 1964.

If you've played the demo disc in our last issue, you've basically played Virtuous Mission—except you've played a supereasy version of it. The guards are a lot sharper and more attentive in the real game—for example, you can press yourself up against the tree near the beginning of Dremuchij North in order to avoid the very first guard you encounter. Try that trick in the real game, and that same guard notices you this time. Also, that nice long life bar in the demo? It's a whole lot shorter in the real game. While it took most of the *OPM* staff a mere 10 minutes to get through the Virtuous Mission demo, the actual Virtuous Mission takes about 45 minutes on the first try.

WE'LL SAY THIS MUCH: OCELOT IS A TOTAL WUSS IN THE GAME.

The transition between Virtuous Mission and Snake Eater introduces a new gameplay mechanic not seen in previous coverage. Everyone knows about the camouflage and the animal hunting, but no one has really gone in-depth into the medical-treatment aspect. Underneath items like Camouflage and Food in the Start menu is a new entry called Cure. Basically, when Snake suffers anything more than a mere flesh wound, his life bar goes from white to red, indicating a need for medical attention. In the Cure menu, Snake's image is covered with X rays indicating different types of wounds (so far, we've seen gunshots, burns, and deep cuts). Much like in the weapon/item menus, the triggers pull down different things: L2 pulls down a list of medicine, while R2 pulls down a list of surgical items. For each wound, Snake needs to use specific supplies in the right order. For example, a gunshot requires the knife to pull the bullet out, a disinfectant to clean the wound, and a bandage to close it. A deep cut needs the disinfectant, sutures to seal it, and a bandage. A bone fracture just needs a splint and a bandage. There're even remedies for stomachaches and diarrhea—something that can occur due to eating rotten food.

As a final note, without getting too much into spoiler territory, we'll say this much: Ocelot is a total wuss in the game, and your first fight with him is very reminiscent of your first encounter with him in the original *Metal Gear Solid*. Look out for our review next month.

Pub. Konami Dev. Konami Release November

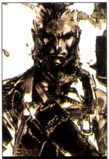
THE…

BAD GUYS OF MGS

EXTREME VILLAINY

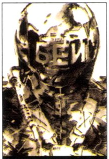
We all know Kojima likes to get ideas from a variety of sources, and we think he spent a lot of time reading *Spider-Man* comic books before he dreamed up the evil guys of *MGS3*. We'll leave it up to Marvel Comics to decide if he walked too close a line.

On a completely random other note, all this pretty art you see has been drawn by Yoji Shinkawa, who does much of the design work for the *MGS* series. To see more of his artwork, visit his website at www.yojishinkawa.com.



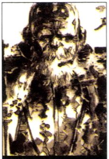
THE FEAR

A weird Cobra member who reminds us a lot of Spider-Man himself. His limbs do all sorts of crazy bending (he might be triple-jointed or something), and he has a nasty lizardlike tongue. His boss fight most likely involves him maneuvering around you in the trees.



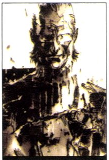
THE FURY

This guy reminds us of that loser Spidey villain Mysterio, but with flamethrowers and a jetpack. He's one of the later Cobra members you meet. He also tends to use terrible puns on his name, saying things like "Experience the flame of my rage," followed by a spray from his flamethrower.



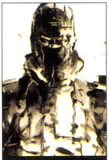
THE END

This guy is basically Sniper Wolf, but substitute a parrot for breasts. He's supposedly the greatest shot in the world, and he's technically dead, but as a favor for Boss and the Cobra Unit, he's revived to fight Snake. His eyes bug out so much from his face, it looks like they might fall off.



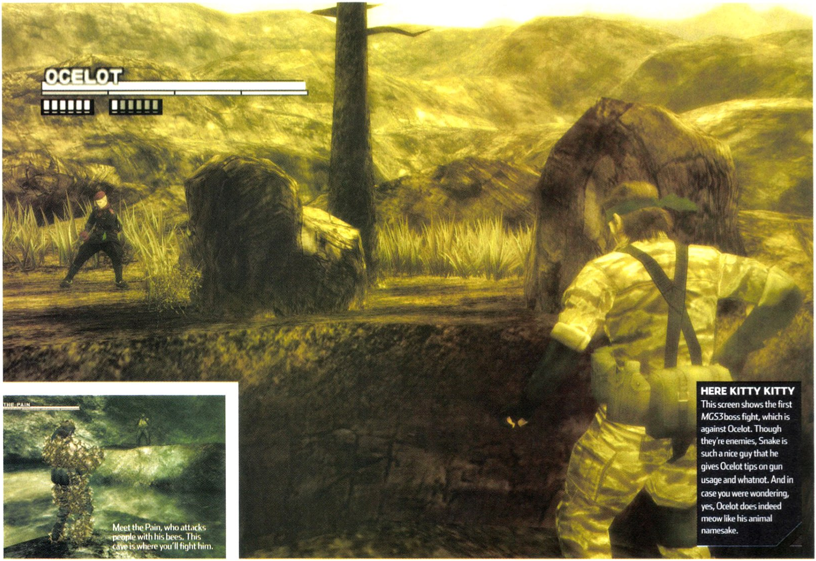
THE SORROW

An even weirder member that we can't really describe. As far as we know, his presence isn't technically confirmed. When the Cobra Unit appears for the first time, he's not seen with the rest of them—he's viewed as an ethereal presence that haunts Snake and Big Boss.



THE PAIN

The first member of the infamous Cobra Unit you fight. The Pain attacks you with bees. When covered in bees, he's invulnerable, but when he does things like throw bee grenades, he's vulnerable to gunfire. He reminds us of the Swarm, an *Spider-Man* villain who was a Nazi made up of bees.

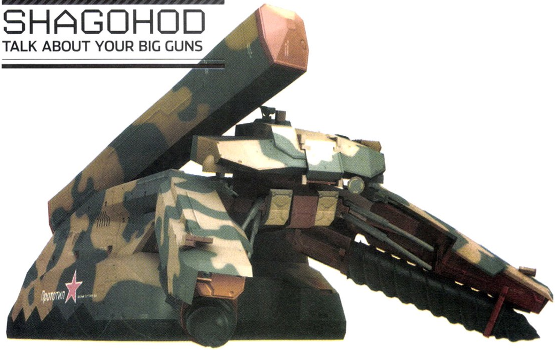


HERE KITTY KITTY
This screen shows the first *MGS3* boss fight, which is against Ocelot. Though they're enemies, Snake is such a nice guy that he gives Ocelot tips on gun usage and whatnot. And in case you were wondering, yes, Ocelot does indeed meow like his animal namesake.

Meet the Pain, who attacks people with his bees. This cave is where you'll fight him.

SHAGOHOD

TALK ABOUT YOUR BIG GUNS



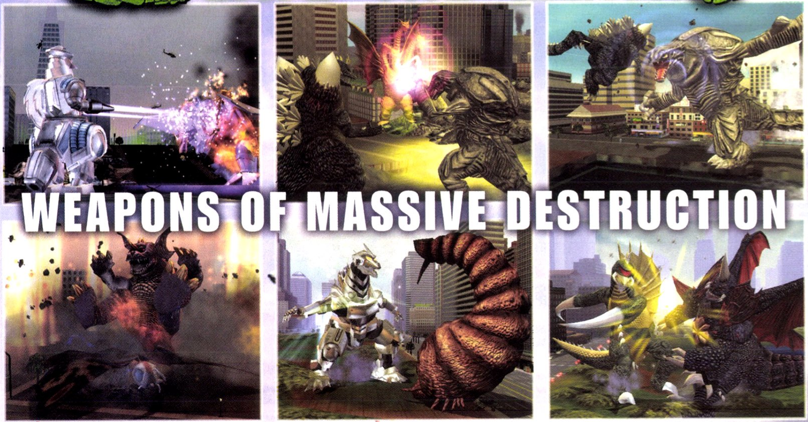
The Metal Gear is essentially a gigantic ED-209 (from *RoboCop*) that walks around and fires nukes. The most notable Metal Gears are Metal Gear Rex (which Otacon designed in *MGS1* and made to like a robot), Metal Gear Ray (a version made by the U.S. Marine Corps in *MGS2*), and Arsenal Gear (a giant fortress filled with MG Rays and a supercomputer that controls the Interweb. Really).

Shagohod, which is basically a nuke-firing tank with two front legs, seems to be the ancestor of the MG. Similar to MG Rex and Ray, the Shagohod requires at least a pilot, and probably a gunner to man its antipersonnel and antiaircraft weaponry. In the Virtuous Mission, Sokolov says that phase one of Shagohod is complete, and that he must seek asylum in the United States before being forced to finish Shagohod for Colonel Volgin.

Supposedly, the word "Shagohod" means "one that walks by itself," which reinforces the bipedal nature of the MG series of nuclear-arms systems. Sokolov keeps emphasizing the notion that Shagohod is a compromise between weak yet mobile infantry and powerful yet immobile artillery. Hence, the term "metal gear."

GODZILLA®

SAVE THE EARTH



WEAPONS OF MASSIVE DESTRUCTION

YOU ARE GODZILLA, TOWERING TITAN OF OUR TIME!

Put the hurt on flying creatures, mega-monsters, armies and aliens, in a war to save humanity. It's city-trampling action that kicks serious tail.

Rampage as Space Godzilla™, Mothra™, Jet Jaguar™ and over 15 more famous monsters
Unlock and unleash hidden monsters
Stomp through city-crushing slugfests, monster melees and wild challenges
Hurl skyscrapers (and enemies) in Tokyo, San Francisco, New York and more

GODZILLA.COM

GODZILLA
50TH ANNIVERSARY
GODZILLA® VS GIGAN
GODZILLA VS HEDORAH
GODZILLA® VS MECHAGODZILLA®
NOW AVAILABLE ON DVD

POWERED BY gamespy

PIPEWORKS

Godzilla®: Save the Earth © 2004 Atari, Inc. All Rights Reserved. Developed by Pipeworks, Inc. Anguirus, Baragon, Battra, Destoroyah, Ebirah, Gigan, Godzilla®, Hedorah, Jet Jaguar, King Ghidorah, King of the Monsters, Mechagodzilla, Mecha-King Ghidorah, Megaguirus, Megalon, Moguera, Mothra, Orga, Rodan, Space Godzilla and the character designs are trademarks of Toho Co., Ltd. © 2004 Toho Co., Ltd. All rights reserved. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Online play requires internet connection, Network Adaptor (for PlayStation 2) and Memory Card (8 MB) (for PlayStation 2) (each sold separately). The Online icon is a trademark of Sony Computer Entertainment America Inc. The Online icon is a trademark of Sony Computer Entertainment America Inc. Microsoft, Xbox, Xbox *Live*, the *Live* logos and the Xbox Logos are registered trademarks or trademarks of Microsof Corporation in the United States and/or other countries and are used under license from Microsoft. GameSpy and the "Powered by GameSpy" design are trademarks of GameSpy Industries, Inc. All rights reserved. All other trademarks are the property of their respective owners.

TEEN
T
CONTENT RATED BY ESRB
Violence
PlayStation 2
ONLINE
BROADBAND ONLY
XBOX
XBOX LIVE
ONLINE ENABLED
ATARI

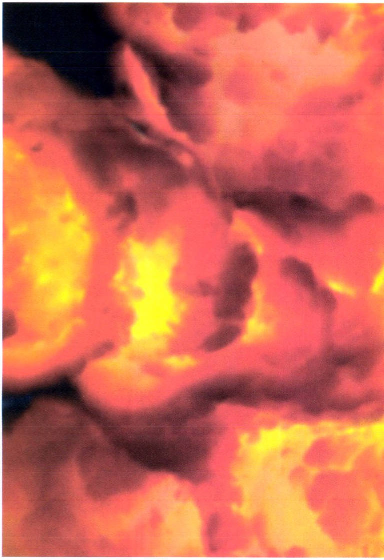
THE INCR

EVERYDAY SUPERHEROES

In 1997, Pixar Studios set animation on its heels with the release of *Toy Story*, the world's first full-length computer-animated film. Since then, the studio has gone on to release *A Bug's Life, Toy Story 2, Monsters Inc.*, and *Finding Nemo*; these five films have grossed more than $2.5 billion at the box office, making Pixar the most successful movie studio per picture in history.

The company's sixth outing, *The Incredibles*, opens in November, a week after the PS2 game of the same name hits stores. So what's the story line of the film and the game? Mr. Incredible, a noble superhero known for his mighty feats of strength, has been chased into the witness protection program due to a rash of lawsuits filed against him by the people he saved in the first place. Now making his living as an insurance adjuster, Mr. Incredible lives an ordinary life with his family, which includes wife Elastigirl, daughter Violet, and son Dash, who are also all superheroes. Mr. Incredible is bored with his life even though his family is satisfied with everyday existence, so when a chance to save the world appears, he can't resist. However, when it turns out the threat was a trap engineered by his nemesis, Syndrome, Mr. Incredible's family must swing into action in order to rescue him.

Development studio Heavy Iron (which is well experienced in handling games for licensed properties, most recently turning out the last two *SpongeBob* games) was hand-picked to helm the game. "We developed an advanced prototype of the game, offering a peek at what the final product would look and play like," says Lyle Hall, executive producer at Heavy Iron. "That awesome prototype cemented their decision."



"THE BIGGEST CHALLENGE FOR THE TEAM WAS TIME."

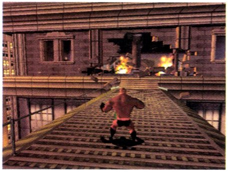
"With such rich fiction to work from, the challenge of creating several hours of gameplay from the film was an enjoyable one," says Hall. "Disney/Pixar basically let us run with any ideas we had, and before implementing them into the game, we would present these ideas to both groups to make sure we were staying within the universe created for *The Incredibles.* While we did create a lot of additional content, the majority of it was so closely based on what the film offers that the transitions from gameplay to film clips really worked beautifully."

So what was the biggest challenge for the team? "It was time," says Hall. "When we started work on the game, very little of the film had been fully rendered in 3D graphics, so a lot of what we were reviewing were 2D black-and-white animatic drawings. This meant we had to use the film script, Pixar's color keys, and a great deal of back and forth discussing how to make sure we were always on track with the film."

"Movie licenses are definitely getting more and more sophisticated," Hall continues. "For *The Incredibles*, the content really dictated the vision for the game design. Not all licenses make for great games, but it's hard to beat superheroes and superpowers realized in a Pixar film."

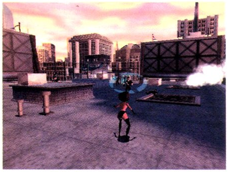
Want to check out some of those superpowers for yourself? Then turn the page and check out our extensive walkthrough for this month's demo.

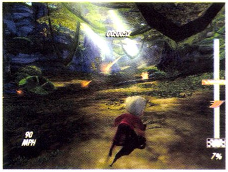
Pub. THQ Dev. Heavy Iron Release October 28

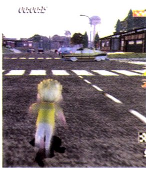


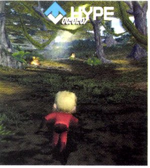
EDIBLES

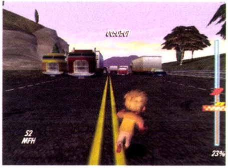
MR. INCREDIBLE

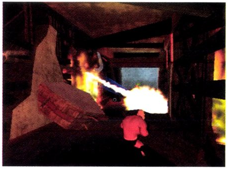












PLAY IT NOW

GET A TASTE OF SUPERHERODOM

This month's disc offers you a chance to check out the superheroic action for yourself. We've included a timed demo, but if you follow our walkthrough, you should be able to complete the level before you're out of time.

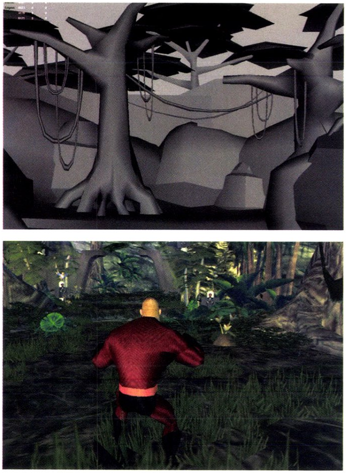
You'll be playing as Mr. Incredible in the Robot Arena level. You'll start in a clearing in the jungle—move forward until you see a futuristic metal building. A group of guards will attack you, so take them out using your superhuman strength. While using Square knocks guards over, Triangle is your Incredi-Attack and is more likely to deliver a deadly blow, keeping you from having to hit the same guards several times.

After all of the guards have been eliminated, punch out the gate generators to deactivate the laser field; at this point, a cut-scene kicks in and Mr. Incredible will leap into a velocipod. While in the velocipod, shoot out all three of the towers. Don't worry about hitting a specific spot, just keep firing away till the tops of the towers are on fire. After you blow up the towers, you'll trigger a cut-scene that shows you being thrown from the velocipod to the ground. Take out the guards on the ground and head for the entrance to the lower level. You'll make your way through a series of guards and security doors and lasers—knock out the guards, lift up the doors by pushing Circle repeatedly, and dodge the lasers.

KEEP FIRING AWAY TILL THE TOPS OF THE TOWERS ARE ON FIRE.

At the end of the series, you'll find yourself in what appears to be a dead end, but you can jump up and grab a bar by hitting X. Through a combination of sliding and jumping, make your way up to the next floor, a balcony area that connects the three towers. Circle the balcony (killing guards as you go) until you reach a ramp that leads outside to a clearing.

After taking out the stationary guns in the clearing, head through the opening, where a robot tank awaits. You can't attack the tank directly—if you try, a shock wave will knock you back and damage your health. Instead, dodge the laser and shock wave attacks and wait for the tank to spit out bombs at you. If you successfully avoid being hit by a bomb, you'll be able to hit Circle to pick it up; hit Circle again to throw the bomb back at the robot. Three bombs should do the trick, and the final explosion signals the end of the level.

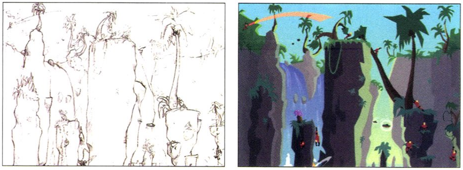


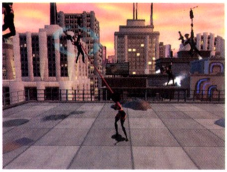
THINKING AHEAD

Since the game was being developed at the same time as the movie was being produced, the Heavy Iron team often had to extrapolate Pixar's vision to get the two projects in sync. The screen at the top is a black-and-white render that was generated of one of the environments; below is Heavy Iron's execution of that environment within the game.

CONCEPT SKETCHES

Brainstorming by the Heavy Iron team took a variety of forms. Lyle Hall, executive producer for Heavy Iron says, "Disney/Pixar were able to give direct feedback to ensure that what we were creating always maintained a consistency with the look and feel of the film." The two drawings to the right show storyboards for an action sequence through a jungle environment; a vine-swinging sequence is illustrated at the far right.





VILLAINS

This flaming dude to the right is Syndrome, Mr. Incredible's arch-nemesis and your main opponent throughout the game. Before meeting up with him, however, you'll be fending off a lot of his minions. The henchmen (pictured below on the left) come armed with electric clubs and defend themselves with fortified shields. Some of the bots (below on the right) you'll encounter are helibots and bladebots.

THE FIRST FAMILY OF SUPER

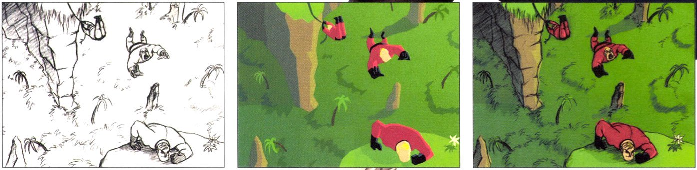
Each character emphasizes a different type of play.

Mr. Incredible
His primary skill is his strength, and levels featuring him involve you knocking a lot of villains around and moving massive objects.

Elastigirl
Her flexibility is her hallmark; in her levels, you'll be able to stretch your arms to grab villains from midair and quickly make work of them.

Violet
Stealth is the name of the game for Violet, whose power is her invisibility. We've yet to see her playable levels, but plan on much sneaking.

Dash
As you probably guessed from his name, Dash is the speedy one of the family. His levels will have you racing around and dodging enemies.



MATURE 17+
M
CONTENT RATED BY ESRB
Blood and Gore
Intense Violence
Language
Sexual Themes
PlayStation 2
ONLY ON PLAYSTATION 2

"Intelligence has confirmed a sudden increase in CHATTER..."

"MGS3 has officially blown our socks off. It kicked our asses."
-PSM

"We'd eat a SNAKE to get our hANds on this one!"
-EGM

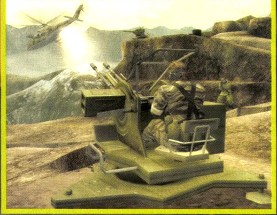
"Hideo Kojima is truly a MASTER of his craft."
-PLAY

"MGS3 looks astounding, from its inspirAtion to its stoRy to its gameplay." -GameSpy.com

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID® 3

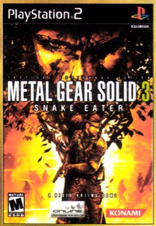
SNAKE EATER



It's 1964 and the U.S. has obtained information that a rival nation is developing weapons of mass destruction. Deep in the jungle, an elite soldier must now combine stealth with survival in a high-stakes mission to infiltrate the enemy and bring the world back from the brink of nuclear annihilation.

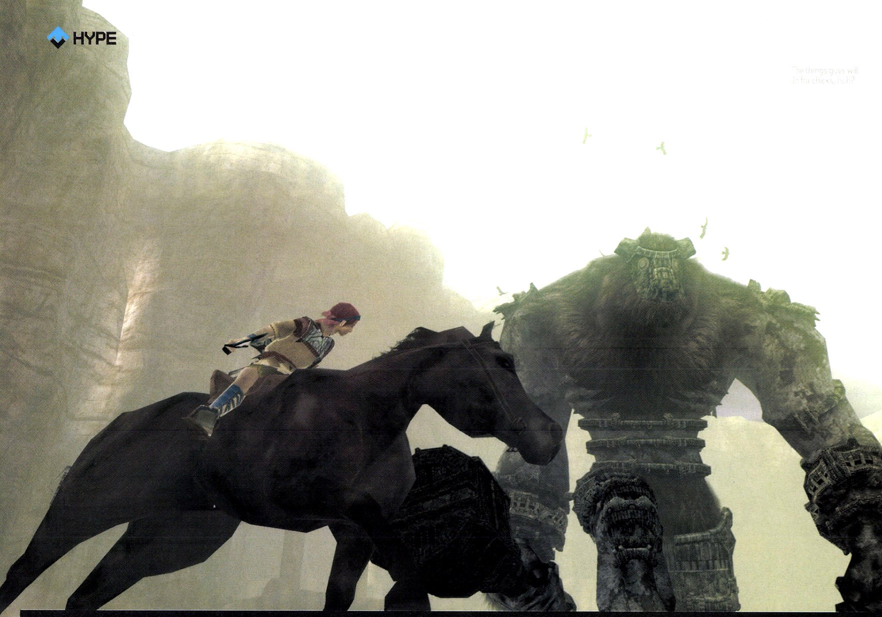
☭ ☮ !

WWW.METALGEARSOLID.COM



KONAMI

METAL GEAR®, METAL GEAR SOLID® and SNAKE EATER™ are either registered trademarks or trademarks of KONAMI COMPUTER ENTERTAINMENT JAPAN, INC. ©1987 2004 KONAMI COMPUTER ENTERTAINMENT JAPAN. KONAMI® is a registered trademark of KONAMI CORPORATION. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association.



The things guys will do for chicks, huh?

WANDA AND THE GIANTS

NICO REVEALED

Ico, an adventure game released in 2001, was the story of a boy with horns, a girl with a strange power, and the evil queen who kept them captive. These simple story elements, together with brilliant graphics and natural platforming gameplay, had a near-magical effect on players' hearts. Three years later, the first details of the not-quite-a-sequel have surfaced: The new game is called *Wanda to Kyozo*, or *Wanda and the Giants.*

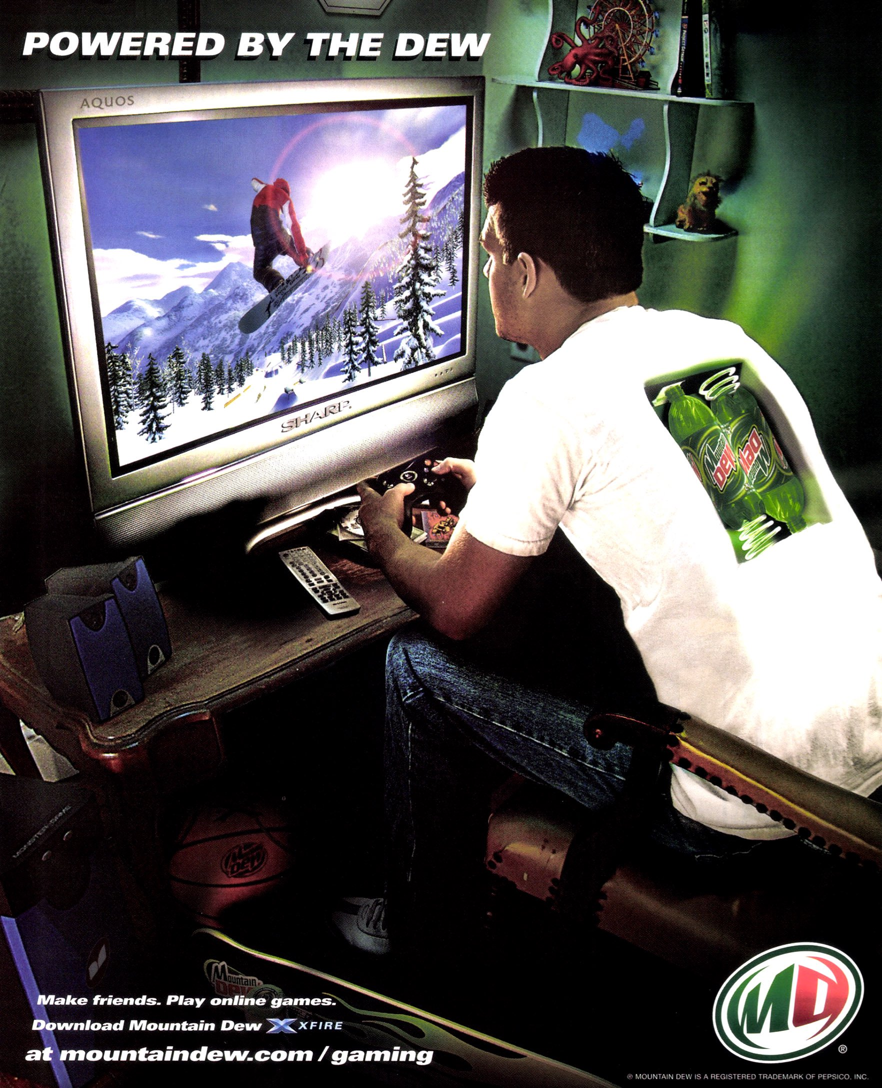
As the game begins, a young boy is carrying a girl on his horse. The girl is not merely unconscious; she has lost her soul. The boy arrives at a shrine and places the girl's body on an altar. A door opens and an unseen voice tells the boy that only by defeating all the monsters in the land beyond will the girl open her eyes once more. Resolute, the boy takes his sword in hand, mounts his horse, and rides through the gate.

Wanda's setting is a far cry from *Ico*'s labyrinthine castle passages. Ancient Earth, the world beyond the door, is a beautiful and empty world of prairies, deserts, and wastelands. Fumito Ueda, the man behind *Ico*, traveled to the Grand Canyon, Death Valley, and other parts of the American West to find inspiration. High-contrast clouds swirling in a huge sky combine with an unfathomable distance to give *Wanda*'s world an incredible sense of scope.

Though the boy and his horse are the only living creatures in Ancient Earth, there are plenty of unliving ones: the giants. One by one, the boy and his horse must take down these huge creatures of stone and flesh if they hope to save the girl. Each colossus is too big to fit on a single screen, and finding a way to kill these gargantuan beasts is like tackling an enemy, environment, and puzzle all in one. Scenes show the boy scrambling up one by using its fur as handholds, running up the just-swung sword-arm of another, and jumping from the back of his horse to the wing of a third. These creatures aren't going down without a fight, and each shakes violently to try to free itself of the boy. Some even transform as the boy traverses their bodies.

The supersaturated lighting, soft motion blur, and evocative animation immediately identify this game as a Team Ico project—as do the airy architecture, stony glyphs, and surreal creatures of Ancient Earth. Though Wanda's narrative and setting are unrelated to *Ico*, the game is clearly a spiritual successor; its working title, *Nico*, was a Japanese pun meaning "Ico 2." And if the developers themselves look forward to this game as *Ico*'s follow-up, then players should feel free to do the same. 2005 has never seemed so far away. « *Andrew Vestal*

Pub. None confirmed **Dev.** Sony CEI **Release** 2005


POWERED BY THE DEW
AQUOS
SHARP
MD

Make friends. Play online games.

Download Mountain Dew XFIRE

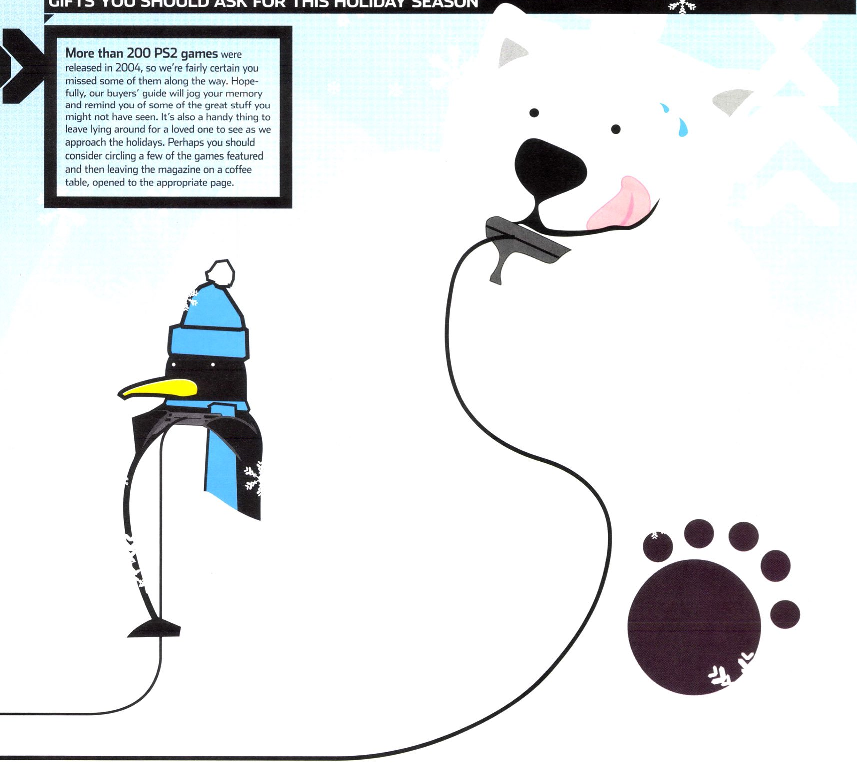
at mountaindew.com / gaming

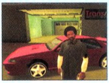
® MOUNTAIN DEW IS A REGISTERED TRADEMARK OF PEPSICO, INC.

THE BEST GAMES OF 2004

GIFTS YOU SHOULD ASK FOR THIS HOLIDAY SEASON

More than 200 PS2 games were released in 2004, so we're fairly certain you missed some of them along the way. Hopefully, our buyers' guide will jog your memory and remind you of some of the great stuff you might not have seen. It's also a handy thing to leave lying around for a loved one to see as we approach the holidays. Perhaps you should consider circling a few of the games featured and then leaving the magazine on a coffee table, opened to the appropriate page.





GRAND THEFT AUTO: SAN ANDREAS

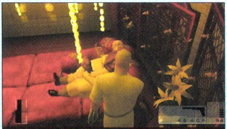
This is potentially the biggest and most significant game in the history of gaming since, well, ever really. Chances are, 90 percent of the people who are crazy for it will camp out in front of retail outlets on October 26 just to buy or steal it, so if you're thinking of it as gift fodder, check to see that your intended recipient doesn't already have it.

DID YOU KNOW? Rockstar expects *San Andreas* to sell more than 10 million copies, which would send its sales over prequel *Vice City*'s to make it the biggest-selling game of all time.

DEF JAM FIGHT FOR NY

2004 was a light year for brawlers, but *Fight* took the tone established in *Vendetta* and riffed on it like crazy to produce one of the most comprehensive and versatile fighters around. It almost certainly changed the wrestling genre forever, and it proved that games and hip-hop are perfect partners. Plus, who doesn't love kicking the tar out of Snoop Dogg? We certainly all do.

DID YOU KNOW? *Def Jam Vendetta* was technically the sequel to EA's last *WCW* game. Same team, same engine, much cooler idea.



HITMAN: CONTRACTS

Much darker than the previous two *Hitman* games, *Contracts* provides a clever twist on the "bald dude sneaking around killing people" idea by presenting the entire story as a series of flashbacks endured by the game's hero, Agent 47, as he is lying on the floor, dying from a gunshot wound. It's a gruesome game, but it's ultimately a rewarding twist on the action genre.

DID YOU KNOW? The game's developer, Io Interactive, also made the excellent team-based shooter *Freedom Force* for EA.

KILLZONE

The PS2 has been sadly lacking in the futuristic first-person-shooter department, but *Killzone* more than makes up for this. Imagine the drama of *Medal of Honor*, only with scary futuristic warriors with glowing orange eyes. Oh, and you're a ragtag band of soldiers instead of a whole army. It's not just a solo experience, either; if you're jonesing for some online blasting, there's plenty to keep you occupied.

REMEMBER: *Killzone* is not the PS2's answer to *Halo 2*.

SILENT HILL 4: THE ROOM

It may not be the scariest PS2 game ever, but it's definitely the creepiest *Silent Hill* so far. In a major departure for the series, you start the game in a first-person view, locked in a tiny apartment that becomes your safe house as you progress through a series of disturbing alternate worlds. Ever have nightmares about unkillable ghosts climbing into your bed? Now you will.

LIKE THE MUSIC? A soundtrack CD was available to people who preordered the game. Expect to see it released separately soon.

METAL GEAR SOLID 3: SNAKE EATER

Love it or hate it, the artistic vision behind *Metal Gear Solid* is possibly the most consistent in any videogame franchise, and *Snake Eater* is a head trip back in time to the origins of the story. With spectacular visuals, a revealing story, tons of crazy bosses, and plenty of features to please *MGS* fans, this is one of the true blockbusters of the year.

DO YOU REMEMBER? Hideo Kojima said he'd never do another *Metal Gear* after *Sons of Liberty*. Since then, he's made two more.

PSI-OPS: THE MINDGATE CONSPIRACY

Psychic powers certainly seem like they'd be perfect for a videogame, right? In a terrific return to form, Midway proved that there's nothing quite as satisfying as picking up huge pieces of scenery with the power of your mind and then hurling them at bad guys. Ever wonder why developers talk about physics engines a lot? *Psi-Ops* provides the answer.

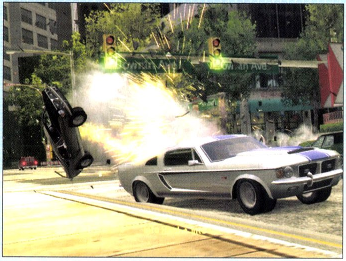
A SEQUEL NEXT YEAR? Although not confirmed yet, we have it on good authority that the second game is already on track for 2005.

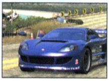
ONIMUSHA 3

The opening scene of this game left the entire staff of *OPM* dumbfounded at its sheer beauty; we all crowded around a 20-inch screen to watch it over and over. What's even better is that the gameplay that follows holds its own, offering hours of swashbuckling fun for action fans everywhere. Don't bother with the special $150 sword controller, though—it sucks.

IN A NUTSHELL... Nine years after being defeated by Jubei Yagyu, Nobunaga Oda comes back to life as the Demon Lord. Fighting ensues.

THE DRIVING GAMES





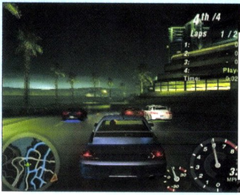
BURNOUT 3: TAKEDOWN

Takedown is arguably one of the best games ever made. Don't believe us? Just try saying the words "burnout" and "three" to anyone who has ever played it and prepare yourself to be soaked by the tidal wave of enthusiasm that ensues. Perfect whether you have three minutes of play time or three hours, this combination of eyeball-searing speed and huge explosions is unlike anything you've ever tried. Don't think of it as a racing game, just think of it as raw, untainted fun pressed onto a disc and covered in sugary gameplay goodness.

BAD JUDGMENT? Acclaim sells *Burnout* to EA. Acclaim goes bankrupt; EA's *Burnout 3* goes straight to No. 1 on the sales chart.

LOGITECH DRIVING FORCE PRO

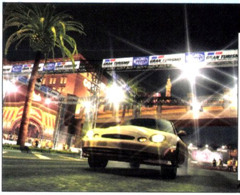
It may be expensive, but anyone who takes driving games seriously will want it. The wheel feels superb, the pedals have weight to them, and if set up right, it feels pretty close to the real thing.



NEED FOR SPEED UNDERGROUND 2

It's like the last game, only there's more of it. It's even more of an homage to the culture of street racing, and it brings the whole experience to you via a gigantic open environment that's filled with people who want to race you, cool events, parts, and more than 30 cars for you to customize. It feels faster, it sounds better, and it looks absolutely incredible.

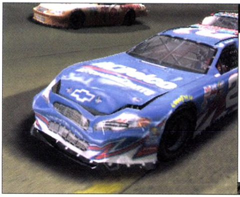
DID YOU KNOW? *Need for Speed Underground* was the biggest-selling game of 2003 after *Madden NFL 2004*.



GRAN TURISMO 4

It nearly didn't make it this year, but on December 14, you'll be able to drive the geekiest car game ever made, albeit in a somewhat reduced form since Sony surprised us all by taking the online modes out. This is the ultimate simulation game on PS2, and all car lovers are going to want to play it. It's a gimme of a gift for anyone who drives a WRX or an Evo.

DO YOU REMEMBER? There was going to be six-player online support. Apparently, this will now be included in a separate game in 2005.

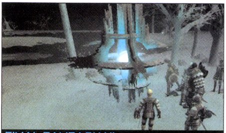


NASCAR 2005: CHASE FOR THE CUP

One of the best sports racing games ever, *NASCAR 2005* does an amazing job of turning a simulation of a sport into a great videogame experience. Unlike previous games, it's a simulation of a racing career, not just a NASCAR career, so it packs in tons of modes, not just ones that have you hurtling around ovals.

SWEET RIDES: As well as the Busch, Craftsman, and Featherlite Modified series, you also get to race muscle cars, prototypes, and sports cars like the C6 Corvette and the new Viper.

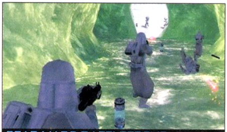
THE ONLINE STUFF



FINAL FANTASY XI

Don't balk at the $99 price tag—this game packs more value than most. *OPM*'s resident addict, Melkor, has already logged more than 700 hours in the world of Vana'diel, where he's been beating up beasties and taming chocobos like they're going out of fashion. That's like an entire month without sleeping or even going to the bathroom. How many other games can you say that about? None.

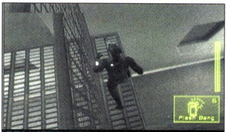
WANT MORE? The *Chains of Promathia* expansion pack makes the game even bigger.



STAR WARS BATTLEFRONT

You've probably seen the "play the classic *Star Wars* battles any way you want" tag on the TV ads and wondered if it's just marketing jive. It's not. The game unashamedly lifts ideas from other great combat games like *Battlefield 1942* on the PC and *SOCOM* and then tickles your *Star Wars* bone by letting you fly snowspeeders or drive AT-ATs or even shoot at Ewoks.

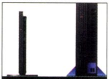
ISN'T IT COOL? Jump into a snowspeeder, have a buddy climb in the back, and then take down AT-ATs on Hoth, just like Luke in *Empire*.



SPLINTER CELL PANDORA TOMORROW

The single-player game is just as good as the award-winning original's (you know, the one that made some of you less excited about *Metal Gear Solid 3* than you would have been), but the real heat here comes from the online play. Although limited to only four players per match, the team-based spies versus mercenaries setup is arguably the best online experience on PS2.

DID YOU KNOW? Sam Fisher is going to start turning up in other Tom Clancy games, like *Ghost Recon 2*.



BRAND-NEW PS2

How much tinier could the new PS2 be? None. None more tiny. It's skinny and tiny, and assuming you don't want to play *Final Fantasy XI*, it's the perfect gift for any gamer, from first-timers to hardcore players who need another console for the bathroom/closet/basement/garage/garden.

SINGING AND DANCING

KARAOKE REVOLUTION VOLUME 3

Karaoke's more fun with the aid of other victims—er, singers, and *Volume 3* makes the most of the shared embarrassment with a bunch of songs that can be sung as duets. With a trend toward '80s hits, it may not be the best option for younger singers, but anyone old enough to have a few drinks and make an ass of himself should get a hefty nostalgia kick.
BUY THIS TOO: Logitech's USB microphone is just $19.99 and will make you feel like a real rock star. Or something.

STAGE 1st
PERFECT!!

DDR EXTREME

Sales of *DDR* games have soared lately thanks to continued media coverage touting the weight-loss benefits of Konami's best-known franchise, and the most recent release in the series offers EyeToy support, so you can watch the pounds melt away. What better way to combat holiday goodies than with America's best new exercise program?
HOW MUCH MUSIC? There are more than 65 songs featured, as well as the music video for Kim Wilde's "Kids in America" for some reason.

EYETOY

The biggest innovation in game controllers since, well, ever has some new ways to play. Both *EyeToy: Anti-Grav* (which lets race along hoverboard tracks) and *Sega Superstars* (which features EyeToy versions of classic Sega games such as *Sonic*, *Crazy Taxi*, *Virtua Fighter*, *MonkeyBall*, and *Samba de Amigo*) will be out this season.

COOL HARDCORE STUFF

811
1623
3247
6494
0% RATE
4 HITS
HP 41820 MP 5277 FURY 90%
HP 35027 MP 6510 FURY 76%
HP 31442 MP 7680 FURY 79%

STAR OCEAN: TILL THE END OF TIME

While Square toils away at *FFXII*, you can sate yourself with some *Star Ocean*. Besides having a crazy-fast battle system and a weird and epic story, it takes a whopping 50-plus hours or so to get through, so you're getting the proverbial bang for your buck here. Besides, it has a space encyclopedia that tells you about planets and energy weapons and space penguins, so it's also edutaining!
DID YOU PLAY STAR OCEAN 2? This one is set 400 years after that.

Mace
Lv 14
HP 158
FIRE 40%
WIND -30%
ICE -10%

PHANTOM BRAVE

Like shoving people into things? You'll dig this strategy-RPG in which your units are the very rocks and trees and other miscellaneous objects in the world—with the difference being that you shove spirits into these objects. The best SRPG since *Final Fantasy Tactics*, *Phantom Brave* is a must for Napoleon-wannabes who read *Harry Potter* and watch anime.
IN A NUTSHELL... You play a 13-year-old girl with an ability to communicate with phantoms, which she does to resolve disputes worldwide.

3/8
644
Retaliate

SHIN MEGAMI TENSEI: NOCTURNE

The distinct absence of a traditional *Final Fantasy* should be reason enough for RPG fans to give *Shin Megami Tensei: Nocturne* a try. *SMTN* is especially appropriate for those RPG fans who read a lot of Milton, manga, and the Good Book itself. Besides, it sure looks pretty, whether you're using an ugly demon from hell, a beautiful angel in bondage gear, or a bizarre elephantlike thing with a snake for a tail. Oh, did we mention it's a bit bizarre?
IS IT TRUE THAT DANTE IS IN IT? Yes.

R-TYPE FINAL

GT4 promises 500 cars, and *R-Type Final* does something similar by offering up 101 spaceships. Want to fly an old-school spaceship through side-scrolling levels? Go ahead. Want to pilot a flying tank or perhaps a robotic duck? Those are available as well. Besides, it has the most perverse last level we've seen in a while, and it's cheap! Do you really need more reasons than perversion, spaceships, and thriftiness?
IS IT REALLY THE FINAL R-TYPE? Yes, but then, the last one was supposed to be, too.

STREET FIGHTER ANNIVERSARY COLLECTION

A must-have for all 2D-fighter fans. Not only does this package all versions of *Street Fighter II* with *Street Fighter III: 3rd Strike*, but you can pit characters from the different games against each other. What could make an *SF* fan happier than watching *SF2* Ryu face off against *Championship Edition* Ryu? Nothing that's based in reality, that's for sure.
DID YOU KNOW? Since the original *SF* release in 1988, there have been 23 games with the words "street" and "fighter" in the title.

VIEWTIFUL JOE

If your giftee still wears long underwear, watches movies featuring brightly colored do-gooders, and proclaims things instead of speaking, then this is the game for him. *VJ* is an homage to superhero movies and side-scrolling mayhem; besides looking pretty slick, *VJ* is injected with pure action-filled gameplay that hasn't been seen since 1991 or thereabouts.
NERD FACT: Viewtiful Joe was granted superhero powers by his idol, Captain Blue, who gave him the powerful V-Watch.

ACTION

TRANSFORMERS

The game that made *Transformers* cool again, thanks in part to the awesome noise it makes when you have the robots do their funky transforming thing. An awesome 3D blaster with beautiful graphics, *Transformers* is an excellent mix of driving, collecting, and blowing up giant planet-sized robots intent on consuming the universe.
DOES IT HAVE OPTIMUS PRIME IN IT? Of course it does, he's on the cover. It also features Hot Shot, Red Alert, Megatron, Starscream, Cyclonus, and Tidal Wave, to name but six.

PRINCE OF PERSIA: WARRIOR WITHIN

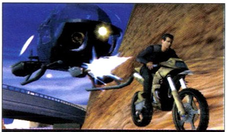
Here's the skinny, courtesy of the development team at Ubisoft: "Hunted by Dahaka, an immortal incarnation of Fate seeking divine retribution, the Prince embarks upon a path of both carnage and mystery to defy his preordained death. His journey leads to the infernal core of a cursed island stronghold harboring mankind's greatest fears." Translation? Prince kicks ass. Lots. And if it's at all possible, it looks even better than last time.
THEY FIXED THE COMBAT. A new fighting engine called "Free-Form" lets you string moves together using weapons and the environment.

MAXIMO VS. ARMY OF ZIN

Capcom's sequel to *Ghosts to Glory* is the best possible kind of follow-up; it recognizes everything great about the original and most of the problems. The endurance-style gameplay remains, as does the beautiful character design, but the new game is nowhere near as brutal or difficult. Old-schoolers who remember the good old days of *Ghosts 'n' Goblins* will love it.
GHOSTS 'N' GOBLINS? It was Capcom's awesome 1985 side-scroller. *Maximo* is like a spiritual follow-up, if not a true sequel.

JAK 3

Looking for a little more story and a little less frustration? *Jak 3* will fit the bill just fine. Don't expect your standard platformer, though: *Jak 3* is as much about driving, flying, racing, and shooting as it is about running and jumping. Sharp writing and top-notch animation deliver a story that wraps up the loose ends of the previous two games, and you finally learn what all that Precursor hubbub was about.
DID YOU KNOW? Amy Hennig, who was in charge of the *Soul Reaver* games, headed up *Jak 3*.



JAMES BOND 007: EVERYTHING OR NOTHING

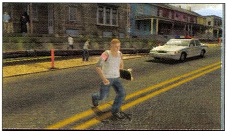
If you've always wanted to cavort with Mya and Heidi Klum, the chance is finally yours—and for only $50! The best PS2 *Bond* game yet puts you in the starring role of the coolest guy ever by dropping you in the middle of every type of action you could ask for, plus a few kinds you couldn't think to ask for. Plus, the celebrity voice acting doesn't disappoint, which is more than can be said for many games (cough *DRIV3R* cough).
DID YOU KNOW? Heidi Klum is freaking hot.

SLY 2: BAND OF THIEVES

Sly Cooper and the Thievius Raccoonus earned numerous accolades across the gaming industry, and the sequel goes the original one better, turning Murray and Bentley into playable characters, introducing a whole new cast of sinister and silly villains, and doubling the length of the game. Ignore the myriad crappy platform games crowding store shelves—this one's a winner.
DID YOU KNOW? The story line of *Sly 2* was inspired by the movie *Ocean's Eleven*.

RATCHET & CLANK: UP YOUR ARSENAL

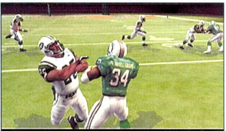
This sequel packs in more weapons, more gadgets, more upgrades, and more slapstick humor—not to mention more gorgeous graphics and clever level design. But the biggest deal with the third *Ratchet* game is that you can now play against your friends (or, you know, enemies) online, with three 4-on-4 competitions in 10 huge arenas. It's a first for platform games, and it's a total blast.
WE'LL BE ONLINE. A LOT. Watch out for *OPM* matches and come kick our asses.



TONY HAWK'S UNDERGROUND

There's no better skateboarding game than *THUG*. It's provides an excellent balance of pure skating skill, story, and off-the-wall objectives to mix things up. *THUG2* is newer, but it skews a lot more toward the off-the-wall objectives, without so much of the story and skating. If you're a huge fan of *Jackass*, you'll love it, but if not, you're better off going with the first *THUG*.
HANDS-ON APPROACH: Tony Hawk is involved so closely with his games that he actually gave the E3 demo presentations for *THUG*.

THE SPORTS STUFF



MADDEN NFL 2005

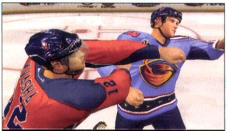
Madden is the most successful sports franchise in videogame history, taking up three of the top 10 spots on the best-seller list. Professional football players use it to predict the outcome of the Super Bowl, and the average *OPM* score for the eight *Madden* games on PlayStation is 4.625 out of 5. We're not sure why you're reading this blurb to decide whether to buy it.

TRY TO FIND: The platinum edition, which features tons of extras and remakes of old editions of the game. Try eBay if you're desperate.

ESPN NFL 2K5

Madden might be the king, but Sega is in the running with its football franchise. The second iteration refines the gameplay mechanics of the first (its online play actually beats *Madden*'s to pieces), and you'll get to see all your maneuvers prettied up in that ESPN packaging. Best of all, it's $20, making it the perfect stocking stuffer for the armchair quarterback in your life.

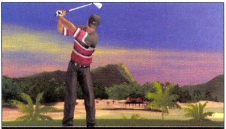
IS IT JUST LIKE TV? Chris Berman and new sideline reporter Suzy Kolber headline an updated, feature-packed ESPN presentation.



ESPN NHL 2K5

With the bastardization of this year's real-life hockey season, this is really your only hope for icy-good high-sticking fun. Not only does it beat the action of *NHL 2005* hands down in important areas like shooting, passing, goaltending, checking, announcing, and the beloved franchise mode—it does it for an impressive $30 less.

PARTY MODE? Yep, an all-new party mode features dozens of multiplayer minigames and challenges.



TIGER WOODS PGA TOUR 2005

Wondering what to get the golfer who has everything? *Tiger 2005* has every feature you'd want in a golf game, plus quite a few you'd never have thought of otherwise. In fact, it's got everything related to golf except minigolf—you have to go to *Hot Shots Golf Fore!* for that.

PUT YOURSELF IN THE GAME! WELL, KINDA. *Tiger* has EA's new Game Face tech included, which lets you tweak a zillion different settings to make a near-perfect copy of your face and body.

FIFA SOCCER 2005

Any other year, the soccer entry in a guide like this would probably have included the latest *Winning Eleven* game from Konami. But this year, EA Sports has finally managed to produce something that beats its Japanese rival. *FIFA 2005* may well be the best soccer game ever—it has a sublime control scheme, gorgeous visuals, and more teams than you could imagine.

BIG NEW FEATURE: The "first touch" system lets you trap and control the ball and then use its momentum to strut your funky stuff.

MVP BASEBALL 2004

Right now, fans of 29 baseball teams are reliving every make-or-break play of the last season, trying to figure out some way that their beloved boys of summer could have been the champs. Help the fan in your life put his mind at ease by giving him this season's best baseball game—now his team can finally win the World Series.

DID YOU KNOW? *MVP 2004* cover boy Albert Pujols set National League rookie records for base hits, total bases, and RBIs to win 2001's Rookie of the Year award.

LOGITECH CORDLESS ACTION CONTROLLER

This is the finest wireless controller money can buy. If you thought the last Logitech cordless pad was good (albeit crazy expensive), then the new one's a no-brainer. It's smaller, has tighter analog sticks, is cheaper, and lasts forever on two AA batteries.

THE FUN STUFF

SPONGEBOB SQUAREPANTS: THE MOVIE

Battle for Bikini Bottom was good, but this is even better. We know there are still some of you who feel uncomfortable admitting your love for a kids' show—but now's the time to liberate yourself. *SpongeBob* is cool. The movie's coming in November, and the game is a platformer that's more than worthy of sitting alongside the likes of *Jak* and *Ratchet*. Plus, it's actually funny, too.

DID YOU KNOW? The lovely Scarlett Johansson has a starring role in the movie and game.

and the town is aflame, and it's ours for the taking,
and you get the fame. We tortured some townsfolk,

THE BARD'S TALE

The Bard's Tale has the best bits of hack-n-slash RPGs, without the inventory management and other RPG clichés to get in the way of running around and killing things. A truly postmodern experience, the game pokes fun at the usual RPG conventions through a hilarious script and excellent voice work. Old-school gamers will love it for its homage to the 1985 original; new-schoolers will love it for its humor.

DID YOU KNOW? A version of the original game was released for the NES in 1990.

KATAMARI DAMACY

Everyone should love *Katamari Damacy*. You roll a ball of junk around using both analog sticks, collecting other bits of junk until you've made a ball of predetermined dimensions. It's proof positive that simple is effective, and we defy you not to spend the entire game with a huge grin on your face. Plus, it's only $20, which leaves you with little excuse not to buy it.

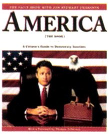
DOESN'T IT HAVE A STORY? When the King of All Cosmos destroys all the stars in the sky, he orders you to roll up junk to make new stars.

THE LIST

MECHANICAL FRIEND

ROBOSAPIEN

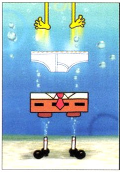
OK, so it's not quite the T-2000, but this $99 bot is a surprisingly entertaining little toy. It walks, talks, responds to sound and touch, and whispers "Rosebud..." when you turn it off. Designed by Dr. Mark Tilden (who has designed robots for the U.S. military) and produced by a company with the unfortunate name of Wow Wee, it's enough to make us dream of the inevitable day when we will all kneel in silent adoration before our robotic overlords.



BITTER TRUTH

AMERICA (THE BOOK)

Finally, a civics book that tells it like it is. Liberally laced with the sarcasm and wit that's a hallmark of *The Daily Show,* this mock textbook (authored by Jon Stewart and co.) skewers everyone and everything that has anything to do with our political process; included are biting chapters on the history and future of democracy, America's forefathers, political parties, campaigns and elections, and the media. But don't take our word for it—Thomas Jefferson wrote the introduction.



PINEAPPLE DWELLER

SPONGEBOB SQUAREPANTS: THE MOVIE

Anyone who has ever been sucked into one of Nickelodeon's myriad *SpongeBob SquarePants* marathons is eagerly awaiting November 13, when the world will finally have the opportunity to see SpongeBob on the big screen, resplendent in all his magnificent absorbency. And that absorbency could come in incredibly handy when you consider that a number of editors in our office are so excited by this film that they might wet themselves.

SHINY OBJECT

SAMSUNG MM-A700

It may not look like much on the surface, but this new flip phone is loaded under the hood. A gorgeous 176x220-pixel screen is just the start; the swivel lens also records video with sound (at 24 frames per second) for 15 seconds at a pop, and it shoots photos at a resolution of 1152x864. The best part, though: It does surprisingly high-quality streaming video off of Sprint's "Sprint TV" service. It's pricey ($400), but you can expect plenty of deals and rebates to bring the price down shortly.

aperfectcircle

FREAKY MUSICIAN

A PERFECT CIRCLE'S EMOTIVE

Maynard James Keenan is a scary dude. He was already kind of wacko when he was in Tool, and APC is a bit weirder and more subdued, since it's the "more maternal side of Tool," as he describes it. *EMotive* is "a collection of songs about war, peace, love, and greed," and it comes out on Election Day. Besides new tunes, there are also weird covers of songs like Marvin Gaye's "What's Going On" and Devo's "Freedom of Choice." Keenan's rendition of John Lennon's "Imagine" is worth the purchase alone.

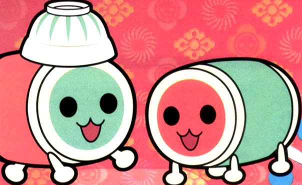
PLAYTIME FUN

TRANSFORMERS ALTERNATORS

Hasbro has combined cool old-school Generation 1 Transformers with officially licensed cars. So now you get a cool robot that also transforms into a really slick replica of an actual car. There are a few decent ones out already (Smokescreen as a Subaru Impreza rally car, Hound as a Jeep Wrangler), but we particularly like the upcoming Meister (Jazz to us Americans) as an RX-8 and Grimlock, the T-Rex Dinobot who can be transformed into a 2005 Ford Mustang.

namco®

www.namco.com



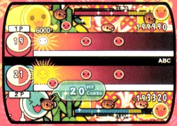
Fun for dads.
Fun for moms.
Fun for kids.
Fun for imaginary friends.

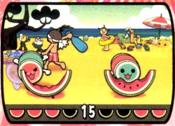
PlayStation
START
namco

BECOME A #1 drumming SENSATION!!

Game comes with drum!
Drum comes with game!

Pick from over 30 hits!
Tubthumping
Love Shack
Toxic
I'm a Believer
And many more!


1P
GOOD
199990
19
ABC
21
20 Hit Combo
2P
193320



Spread the drumming experience to the world!
Like beans on a tortilla!! Olé!

JAPAN'S ULTIMATE DRUMMING GAME IS HERE!

You pick the song. You hold the sticks. You keep the beat. Think you can handle the rhythm? Then plug in and jam out. It's Taiko time.

PlayStation 2
太鼓の達人
TAIKO DRUM MASTER
TAIKO CONTROLLER
namco

太鼓の達人
TAIKO™
DRUM MASTER

EVERYONE
E
CONTENT RATED BY ESRB
Lyrics

PlayStation 2

TAIKO : Drum Master™&©2000 2001 2002 2003 2004 NAMCO LTD., ALL RIGHTS RESERVED. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners.

FIVE QUESTIONS WITH TSUYOSHI TANAKA

DANTE WILL ROCK IN THE THIRD GAME. LITERALLY

At TGS, *OPM* sat down with the lead designer of *Devil May Cry 3* to get his thoughts on how the series has changed with each release.

OPM Do you think *Devil May Cry 2* received so much criticism just because expectations were so high?

TSUYOSHI TANAKA Probably the biggest thing that hindered sales was the concept and design direction. The concept for *Devil May Cry 2* was very different, and the biggest change in sales we noticed was in North America. In Japan, the sales numbers were only different by about 100,000, so nothing huge. We ended up losing some hard-core gamers but gained casual and female gamers. In America, the easier-to-grasp or easier-to-understand controls rubbed the American gamers the wrong way. Another thing is that the team that did the original *DMC* is very different from the one that did *DMC2*. If you have the original team do a sequel, you add a few things and tweak a few features—not that difficult. But when you have a whole new team that doesn't have that much experience or hasn't made that many games before—you're going to slip along the way.

OPM We've noticed early on in *Devil May Cry 3* that Dante's personality really shines through. Is this in response to *DMC2*, when Dante wasn't all that dynamic?

TT Basically, *Devil May Cry 3* is a prequel to *DMC2*, so Dante's younger and cockier. So we're at a point with the story where we have to make him speak more because the natural progression of the story line means that he gets more and more jaded as he gets older, so he speaks a lot less. The concept in *DMC2* was to make Dante talk less. Also, when people think of Dante's image, they think of *DMC2*, so we have the challenge of taking this preconceived idea of what Dante is visually, making him younger, and making people believe that this younger Dante is still the Dante that everyone knows. I personally believe that people played the original *Devil May Cry* so long ago that the image of Dante in that game isn't as strong as the one in *Devil May Cry 2*.

> **"THIS YOUNGER DANTE IS STILL THE DANTE EVERYONE KNOWS."**

OPM What would you tell fans of the original game who didn't like *DMC2* to get them to play *Devil May Cry 3*?

TT I think the new demo of the game speaks volumes on how different it is from the last one. A picture is worth a thousand words, so I don't think I need to say much more. I just want people to understand that it is going in the right direction.

OPM Any plans to let Dante use a guitar as a weapon? Guitars are already cool, but they're even cooler as weapons.

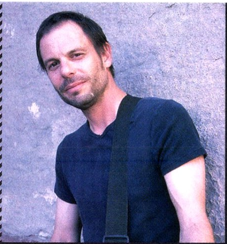
TT Yeah, he does. If you look through some of the videos frame by frame, you can probably spot it.

OPM With all of the online games you've done (*Resident Evil Outbreak*, *Resident Evil Outbreak File 2*, and *Monster Hunter*), do you have any plans to do an MMO?

TT Making an MMORPG isn't that difficult—you're pretty much free in what you want to make. The action is pretty straightforward, but they are costly to make. They're just a big gamble. It'll pay off well if it's a hit, but if it doesn't, it hurts you. If the company allows us, I would like to create one, but we'll have to wait to see what the future holds. «

THE OUTSIDER

JULY 2007: THE GREATEST ARCADE, PART 2



ROBIN WILSON is lead singer for the Gin Blossoms, who spend a lot of time in airports and casinos. Find him on 1UP at theoutsider.1UP.com

I am once again stuck at the Minneapolis-St. Paul International Airport (here in the future). I think I'll head over to the greatest airport arcade on planet Earth, Aurora Borealis over in Concourse A. I'm psyched when I get there because they have just installed the PlayStation 3 Arcade Edition. This thing rocks! It looks a lot like the PS3 demo units at the mall, but it's modified with built-in broadband access, a memory stick port, and a hard drive loaded up with all the most popular PS3 games, including *Enter the Matrix 6*, *Clank 3: Return to the Valley of Ratchet*, and, of course, *Metal Gear Solid 5: Snake Goes to Space*.

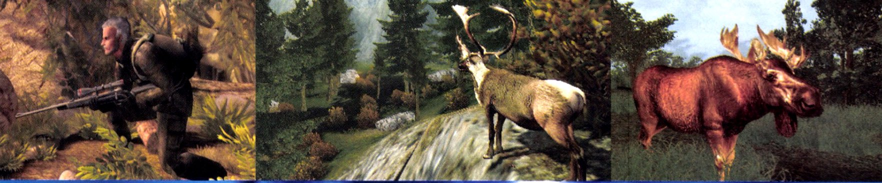
Gosh, they all sound fun, but what I really want to do is to unlock one those limited-edition weapons in *God of War: Vampires of Vietnam*. See, only by completing the arcade-exclusive levels of the game can I unlock and retain on my memory stick a really kick-ass sword that slows down time or something. But it shouldn't be a problem because I'm so good and my flight doesn't leave for two hours. After winning the scepter thing, I visit the arcade-exclusive weapons shop to buy the special armor lotion that you can only get here at the arcade (here in the future). I shine up my suit with the special goop, save the game to my memory stick, and head to the PS3 Main menu.

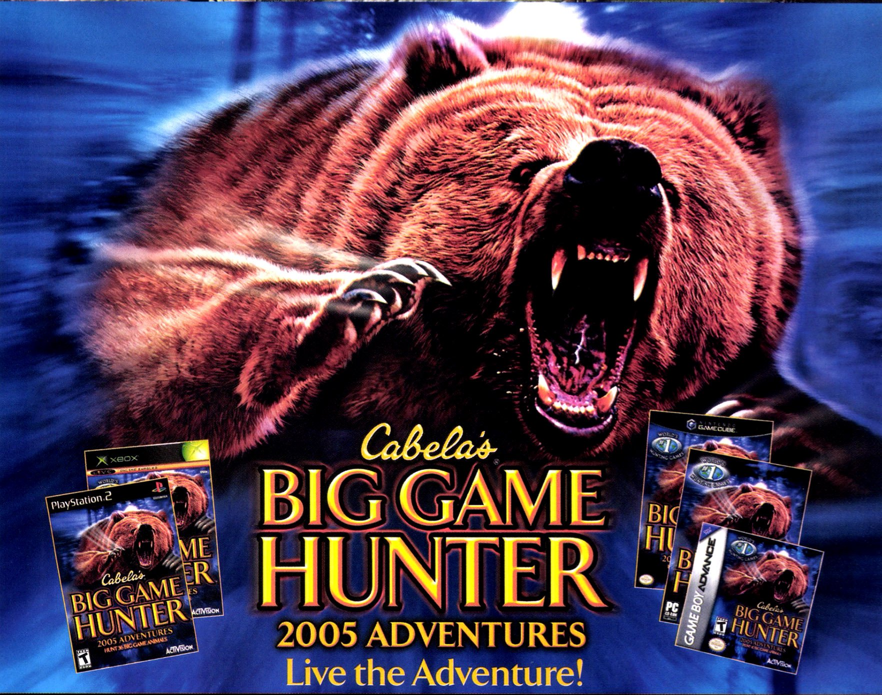
Hmm, what next? I know: I'll load up my garage from *Grand Theft Auto: Atlantis Reborn* and take my yacht out for a little cruise. Or maybe I'll sign on to the Interweb and play *Midnight Club 6: The Midwest Edition*. I've almost unlocked Milwaukee, and if I can just make that stupid turn without hitting any of the kids in the park, then I can finally buy another flatscreen for the trunk.

A few weeks ago (here in the future), I took my first son, the quintuplets, and my wife's clone to GameWorks to celebrate the end of the war in Iraq, and boy oh boy did we have a great time! We all strapped in to that giant PS3 multiplayer arena in the center of the place. Remember when it used to be a stupid shooter where you flew around in a chair and shot at balloons with a lightgun? That thing sucked. Thank the Force they replaced it with the PS3 arena when Sony forced them to.

And now (here in the future) my friends and family and all our clones and robots can bring our memory sticks to the arcade and play our favorite games to unlock arcade-exclusive weapons and cars and play arcade-exclusive levels online. It's a beautiful world we live in. «

> **THEY'VE JUST INSTALLED THE PLAYSTATION 3 ARCADE EDITION.**




XBOX
LIVE
PlayStation 2
Cabela's
BIG GAME
HUNTER
2005 ADVENTURES
HUNT 36 BIG GAME ANIMALS
ACTIVISION
NINTENDO GAMECUBE
WORLD'S #1 HUNTING GAMES
PC
GAME BOY ADVANCE

Cabela's®
BIG GAME HUNTER
2005 ADVENTURES

Live the Adventure!

Available This Holiday Season!

XBOX XBOX LIVE ONLINE ENABLED PlayStation 2 NINTENDO GAMECUBE GAME BOY ADVANCE ACTIVISION

TEEN
T
Blood
Violence
ESRB CONTENT RATING www.esrb.org

©2004 Activision, Inc. and its affiliates. Big Game Hunter and Big Game Hunter 2005 Adventures are trademarks, and Activision is a registered trademark, of Activision, Inc. and its affiliates. All rights reserved. Cabela's and the Cabela's logo are registered trademarks of Cabela's Incorporated. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, Xbox *Live*, the *Live* Logos and the Xbox Logos are registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. TM, ®, Game Boy Advance and Nintendo GameCube are trademarks of Nintendo. © 2004 Nintendo.

GOLDEN
ROGUE AGENT

EYE

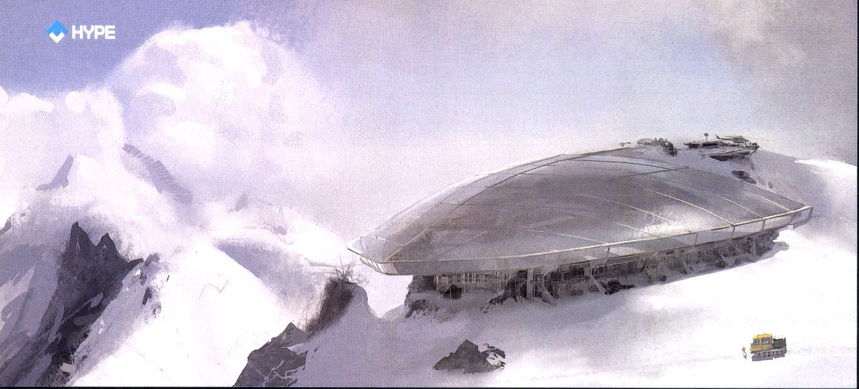
00?

"It's just fun to be the bad guy." That's the basic pitch behind *GoldenEye: Rogue Agent*. Senior producer Chris Plummer expands: "Bond villains have it all. They have the billion-dollar mansions, private armies, a harem of beautiful women, and the most exotic technology. I mean, these guys ARE inspiring. I want to be that guy! Who wouldn't?"

Plummer and his team at EA have played up the "be the bad guy" aspect of *RA*, but what does that mean? It means wreaking havoc, using deadly deathtraps, and taking no prisoners. Those of you squeamish about being evil can rest easy knowing that most of the time, you're facing Dr. No's forces, not innocent civilians. When asked about how evil you can be to MI6 agents in the first mission, Plummer replies, "They're good for taking hostage."

The game itself, as the basic design aims for, is a very straightforward shooter, with some interesting tweaks and flourishes. Dual-weapon capability means that you can use both triggers on your DualShock—one per arm—letting you use two assault rifles at once, one pistol and one rifle, one shotgun and one grenade, and so forth. Some weapons are two-handed, which means your second trigger is a secondary feature on the gun. Or you can melee attack someone and then use him as a human shield—strictly against MI6 regulations but totally OK for rogue agents. And as mentioned earlier, there are deathtraps aplenty—they're just massive sets that unleash a faceful of death with the flick of a switch. Be careful, though—enemies are perfectly willing to flip the switch themselves as well.

One of *RA*'s main features is the E.V.I.L. A.I. system. At first, it sounds like a goofy way to describe standard A.I., but E.V.I.L. is an acronym for the basic A.I. engine that drives the enemies. The "E" is for "emotional." Enemies have specific emotions as a result of their environment and status. If



you're applying pressure, the enemies feel defensive and seek cover. If you're hiding, they get a little more aggressive and actively pursue you. If they have a high composure, they work as a team, but if you lower their composure (say, by killing their leader), they start to "lose their cool" and act irrationally.

The "V" is for "visceral." Basically, the A.I. will always try to create crazy, over-the-top situations that look scripted. Big explosions, guys falling off of high elevations, even the way enemies jump and dive for cover or shoot blindly—these are all visceral events that are A.I.-driven instead of scripted.

"I" is for "intelligent," and that governs basic smarts like using cover, triggering deathtraps, and switching to melee attacks. You can actually learn how to use the environment by watching the A.I. use it against the player.

Finally, the "L" means "learning," the most ambitious part of the A.I. design. The enemies notice things—if a box is destroyed, they'll stop trying to use it for cover. If something falls, they'll use the resultant wreckage as cover. If you hide behind something, the A.I. will notice and alert the rest of its fireteam. Taken together, *RA* is trying to deliver the thrill and cinematic feeling of scripted events via robust A.I., and it's done a fair job so far.

When you're tired of taking on digital drones, you can take on other *RA* players. One interesting multiplayer feature is the presence of "duel" maps. Plummer points out that most games are geared for a whole lotta players, but none are designed for one-on-one matches. For the duel-specific maps, the team took the last locations of Bond movies (like the Golden Gate Bridge in *A View to a Kill* and Scaramanga's fun house in *The Man With the Golden Gun*) and turned them into maps. Besides those special duel maps, expect your traditional two-to-four-player splitscreen and online action.

But what about the story? Is this a Bond game even without Bond? Pretty much. The campaign features a jet-setting story that gives you a grand tour of the Bond underworld and its denizens. It starts with your participation in a mission based on the end of the *Goldfinger* film and is followed by your dismissal from MI6. In the process, Dr. No removes one of your eyes, which is the motivation Goldfinger uses to recruit you to the Bond underworld.

After joining Goldfinger's faction, you're shown the OMEN, a slick super-weapon that Goldfinger is working on—only he gets attacked by Dr. No; your second mission is spent defending Goldfinger's secret lab from Dr. No's invading force. It's here that you're introduced to your new eye and its abilities and partner up with Pussy Galore, who titles you "GoldenEye."

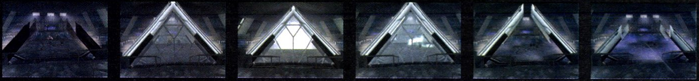
TIRED OF DIGITAL DRONES? THEN TAKE ON OTHER *RA* PLAYERS.

You are then sent to Hong Kong to assassinate Dr. No, only to be ambushed and forced to escape alongside Galore, which then leads to you and Galore guarding Goldfinger's casino—right when Dr. No and Xenia Onatopp attack it. After fighting back the tide of Dr. No agents, you and Oddjob are tasked with detonating a bomb at the Hoover Dam, where Onatopp is operating from. Then you are sent to Dr. No's headquarters, and our tour of GoldenEye's world comes to an end. «

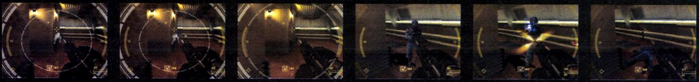
Pub. EA Games **Dev.** EA LA **Release** November

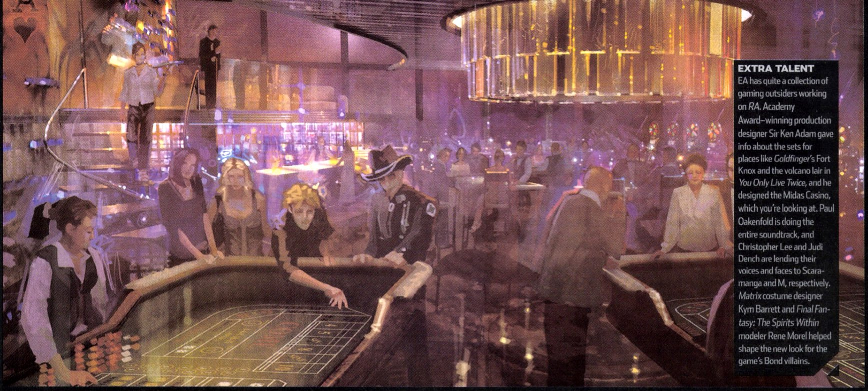
POWER HEAD

Here's an example of a nasty deathtrap being used. It's called the Sub-Zero Device, and it's in the secret lab at Auric Enterprises. Baddies can use it too.



An example of the E.V.I.L. A.I. and your MRI vision at work. He knows you're hiding, and you can see him try to figure out how to maneuver and tag you.

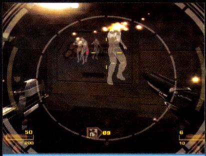




EXTRA TALENT

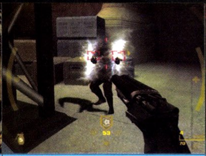
EA has quite a collection of gaming outsiders working on *RA*. Academy Award–winning production designer Sir Ken Adam gave info about the sets for places like *Goldfinger*'s Fort Knox and the volcano lair in *You Only Live Twice*, and he designed the Midas Casino, which you're looking at. Paul Oakenfold is doing the entire soundtrack, and Christopher Lee and Judi Dench are lending their voices and faces to Scaramanga and M, respectively. *Matrix* costume designer Kym Barrett and *Final Fantasy: The Spirits Within* modeler Rene Morel helped shape the new look for the game's Bond villains.

THE POWERS OF THE GOLDEN EYE



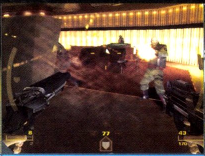
MRI VISION

Your first upgrade is basic X-ray vision. With the E.V.I.L. A.I. opponents intelligently using cover, this is useful for when you're hiding and you want to see where the baddies are hiding as well. It's also useful if you walk into a room and don't know where anything is. This doesn't drain eye power (which recharges over time) too fast, so it's useable for pretty much any occasion.



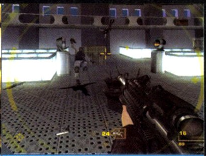
EM HACK

You can hack items from a distance with this upgrade. No more having to actually sit down with your handy Tandy and plug it into the wall. You might scoff at being able to flip deathtrap switches from afar, but you can also hack weapons. If you hack an enemy's weapon, he suddenly becomes a lot less accurate with it and may not even be able to shoot it at all.



MAGNETIC POLARITY SHIELD

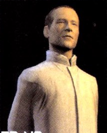
Think of this as temporary invulnerability. This drains battery power really fast, but then again, it basically deflects all bullets away from you. Think of how Magneto can just frown, and no bullet gets near him as a result. People can still hit you in melee, though, so don't get too cocky. This is great for darting between cover spots.



MAGNETIC FIELD

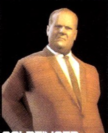
Your last power, it basically lets you shove enemies around. Bet you didn't think of using your refrigerator magnets as people tossers, eh? This ability is great for clearing a path or disorienting troops around you. Think of it as a James Bond version of those telekinetic powers that keep showing up in other games. Don't ask us to explain how an eye can push people around though.

GOOD BAD GUYS, BAD BAD GUYS



DR. NO

The very first Bond villain, he was the big bad guy working for SPECTRE in the 1962 Bond flick imaginatively titled *Dr. No*. He's the guy who shoots out one of your eyes, so you have a pretty good reason to want to take him down.



GOLDFINGER

Like Dr. No, he debuts in a Bond movie that uses his name as the title. Goldfinger has invented the OMEN, a new one-shot-kill superdelicious weapon, and wants GoldenEye to protect it and assassinate Dr. No.

SCARAMANGA

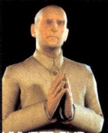
A slick assassin with a one-bullet gun in 1974's *The Man With the Golden Gun*, Scaramanga is allied with Goldfinger and is the designer of GoldenEye's, er, golden eye. His famous golden gun is also included in the game.

PUSSY GALORE

She also debuted in 1964's *Goldfinger*, and as in that movie, she's Goldfinger's personal pilot. She's your mentor and companion and will tag along with you on your missions to give you advice, kudos, and whatnot.

XENIA ONATOPP

She was in *GoldenEye*, and some of us have a soft spot for her. Maybe because her method of killing involves sex, and the gorgeous Famke Janssen helped ease the pain of death. In the game, she's a top lieutenant of Dr. No's, alas.



NUMBER ONE

He's that guy with the facial scar and the Nehru suit who's always looking devious and petting his white cat. Otherwise known as Blofeld, he's the head of SPECTRE. Hey, didn't Dr. No work for SPECTRE too? Hmmmmm....

ODDJOB

Goldfinger's bodyguard—and the source of an Austin Powers joke involving a bodyguard named "Random Task." Oddjob views GoldenEye as a threat and doesn't like being ordered to help him attack the Hoover Dam.

HUNGRY LIKE THE WOLF

NO RABIES, JUST FLOWERS AND RAINBOWS

You might've heard of Atsushi Inaba: He's the mind behind *Okami*, a game that features a mystical wolf attempting to restore life to the world. It's a significant departure from the violence of *Steel Battalion* or the action of *Viewtiful Joe*, two games Inaba also created. So what's the deal?

OPM What made you design a game like *Okami*?

ATSUSHI INABA Up until now, there have been so many repeats and rehashes that every time we make a game, it needs to be unique and original. I don't want to make a game that's like a game I've made before if I can help it. Right now, you see a lot of superviolent and painful types of games out there, so we wanted to take it in a different direction with a happy, energetic, colorful, refreshing theme. I guess if you were going to classify it, it's sort of a hippie, love, and peace type game.

OPM Why choose a wolf as the main character?

AI The whole theme [is] of nature and having a beautiful, lush world, so we decided it had to be an animal. In Japan, we don't have wolves, so they have a mysterious aura about them. In addition, it's one of the few animals that travels and hunts in packs. We were thinking that you would be able to befriend other wolves and work together, but that's not in the game anymore.

OPM Is it more difficult to come up with gameplay mechanics for an animal as opposed to a human?

AI When a human gets killed in a movie, you might say, "Oh well." But if a dog gets hurt, people say, "Oh my God, the dog is hurt." People just think dogs are cute with the different actions they do, like paw shaking or wagging their tails. So for us, we tried to create an animal that feels like an animal and not some 2D stick creature running around. We wanted to create something that has the warmth and feeling that an animal generates—the reason we love them so much. And on top of all that, we were able to put in [action that Capcom games are known for].

> **"*OKAMI* IS SORT OF A HIPPIE, LOVE, AND PEACE TYPE GAME."**

OPM What type of game is *Okami*? Is it an RPG, an action game, or a little of both?

AI There are action, adventure, and RPG elements, but if I had to choose a genre, I'd say you would have to focus on the main character because that's what the game's all about—it's what moves the story along. The main character interacts with a lot of other characters and there are a lot of action events, but it's not a hardcore action game. It's more like an action game at a slower pace.

OPM There's a lot of interaction with humans. What role do they play in *Okami*?

AI The main character, whose name is Amaterasu, is seen as a normal wolf by the townspeople. They all have their own lifestyle and patterns, but sometimes they'll have problems or need something. Amaterasu can find out what they need, and by helping them, Amaterasu makes them happy, and that happiness brings color and more life to the world. The more life that's brought to the world, the stronger Amaterasu gets.

OPM Is there one giant world in *Okami*, or is it split up into sections? Does the circle on the top of the [game's screenshots] indicate anything?

AI It's generally split into stages. As for the circle, I wouldn't worry about it because it's probably not going to be in the final game. «

ATSUSHI INABA doesn't think it's funny that he wants to use games to bring the world peace, love, and understanding.

ANDREW VESTAL teaches English in the land of our friends to the East, and he's looking for more than a rehash of the same old thing.

JAPAN TOWN

GIVE US SOME FRESH GAMES, PLEASE

Tokyo Game Show 2004, the PlayStation Portable's grand public debut, has come and gone, and extensive hands-on time with the system and its games has put months of speculation to rest. Well, not really. Showgoer reaction to the PSP was less awe and more "ah." Reaction, though positive, was eerily subdued.

There's no denying the extreme sexiness of the hardware. Trial units at the show were tethered to scantily clad event companions ("booth babes"), but the PSP managed to make even professional Japanese models look homely. The screen is gorgeous, the curves are sleek, and the plastic is shiny enough to double as a makeup mirror.

The software, however, is far less inspiring. Top-class new titles, like *Metal Gear Ac!d, Lumines,* and *Coded Arms*, seem quite good. But the gap between those games and the dozens of standard-issue board games, puzzle games, and ports is immense. As one Ziff Davis editor quipped, "The PSP lineup reeks of launch," and the multiple mah-jongg titles and slot machine sims on display did little to dissuade this feeling.

Good, bad, or shogi, most of the games share one common trait: sameness. The PSP is quite literally a "portable PlayStation," and Sony has lined up the same developers, the same publishers, and the same hit franchises. The philosophy is simple: Give gamers their favorite PlayStation 2 games, and they will come.

Unfortunately, another company has already tried this strategy with disastrous results. When Xbox launched in Japan, Microsoft famously "encouraged" publishers (no doubt via fat sacks of cash money) to port their top franchises to its machine. Enhanced versions of *Metal Gear Solid 2, Silent Hill 2,* and *Onimusha* all debuted on the Xbox with a mighty thud, selling a fraction of what their PlayStation 2 versions sold. Having already played these games on their PlayStation 2s, gamers were loath to buy them again.

> **MOST OF THE PSP GAMES SHARE ONE COMMON TRAIT: SAMENESS.**

It's true that many PSP franchises are new iterations, not just ports—and the system's portability also sets these titles apart from their bigger brothers. But PSP games are competing with PS2 titles in the fields of graphics, music, and features. It's only natural that they compete for gamers' mindshare, too. And if games for the two systems are priced similarly—not impossible, with a current MSRP of $39.99 for first-party Sony PSP titles—these sorts of head-to-head comparisons are even more likely.

People drop $200 or more on a new system because they want to play new games they can't play anywhere else. With key details concerning the system's price and launch still notably absent post-TGS, the universal reaction to PSP is "I'll definitely get one...eventually!" Sony's marketing muscle and determination make the PSP's eventual success as close to a sure thing as this industry has. But without more original software to fire the imaginations of early adopters, "eventually" may be a while off yet. «

BLOCKBUSTER GAME PASS™

Unlimited game rentals for only $19.99 a month.

’Tis the season to stay indoors.

Rated T
In-Store 11/19
Rated T
PlayStation 2
SMACKDOWN! VS RAW
In-Store 11/5
Rated T
PlayStation 2
DRAGON BALL Z BUDOKAI 3
ATARI
In-Store 11/19
Rated T
XBOX
STAR WARS KNIGHTS OF THE OLD REPUBLIC II
THE SITH LORDS
In-Store 12/10
Rated T
METROID PRIME ECHOES
In-Store 11/19
Rated E
PlayStation 2
In-Store 10/29
Rated M
PlayStation 2
FIGHT CLUB
In-Store 11/19
Rated T
PlayStation 2
ACE COMBAT 5
In-Store 10/29
Rated E
PlayStation 2
In-Store 11/19
Rated M
XBOX
MEN OF VALOR
In-Store 10/29

Make the most of this holiday season with the Blockbuster® Game Pass.™
Rent as many games as you want. Play them as long as you want. Return them whenever you want. All for one low monthly price. And with so many new games, now’s the perfect time to *get or ask for* the pass. So come on in, get your Blockbuster Game Pass, and choose from our huge selection of games.

MORE SAVINGS
MORE WAYS
MORE FROM

BLOCKBUSTER®

BLOCKBUSTER name, design and related marks are trademarks of Blockbuster Inc. ©2004 Blockbuster Inc.

SEVEN THINGS YOU DIDN'T KNOW ABOUT...

PRINCE OF PERSIA: WARRIOR WITHIN

1 It's brimming over with boss battles. Whereas the first game hardly had any, now each level seems to have at least one. We've encountered the huge berzerker dude we've shown before, a guy who appears to be made of birds, and a giant balrog-looking beastie with tentacles that shoot out of his chest, plus we've had several run-ins with a woman who could easily be the long-lost sister of *Soul Calibur*'s Ivy—even down to the extremely revealing outfit.

2 Button mashing gets you only so far. By just jamming on the Attack button, you'll stumble across a few choice decapitations, but it's not until you get deep into the combo list that you'll see some of the fancier, five-button attacks. Our favorite is a rising-spin-kick combo, called Mithra's Vengeance, which seems part Shaolin and part electric boogaloo.

3 Let's repeat that: Button mashing gets you only so far. It appears that you can collect the Sands of Time from enemies only when you've taken them out with an advanced combo that actually removes parts of their bodies—if you don't learn the combos, you won't be able to rewind yourself out of deadly situations.

4 The Prince can travel much further in time. This appears to be accomplished through the use of magical insignias engraved in the floor. One segment has the Prince wandering in a completely ruined fortress, but then he comes across a magical insignia and finds himself transported back in time to when the fortress was still whole.

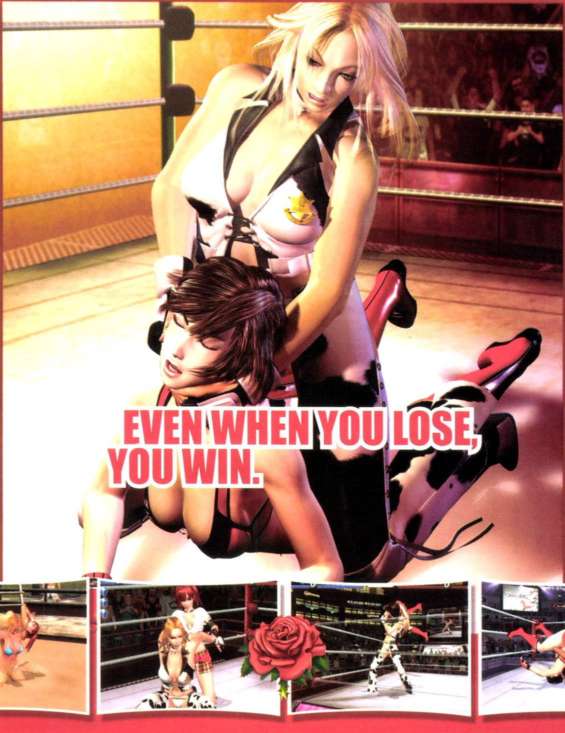
5 We're serious about the button-mashing thing. Combat gets very tough very quickly this time, and the only way you'll be able to survive against these bigger groups of enemies will be by learning room-clearing combos.

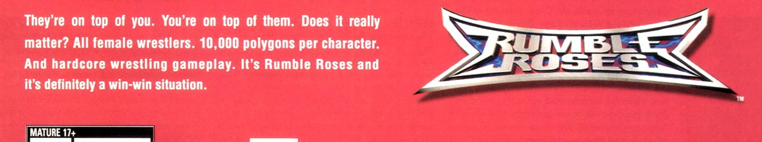
6 Combat is much more varied this time. Boss battles will require specific techniques to beat them, and you'll even have periodic "tug of war" segments in which you'll need to pound the Attack button furiously to overpower your enemy.

7 The game is extraordinarily bloody. You will see slow-motion decapitations. You will see enemies sliced in half from the top down and side to side. You will see disembowelments that shower great sprays of blood. You'll see it all—and if what we've seen is any guide, you'll beg for more. «

"We're impressed… the game plays as good as it looks." – *PSM*

"Looks amazing… plays fantastic." – *Play Magazine* | **"Face it. You've always wanted this." – *1up.com***





They're on top of you. You're on top of them. Does it really matter? All female wrestlers. 10,000 polygons per character. And hardcore wrestling gameplay. It's Rumble Roses and it's definitely a win-win situation.

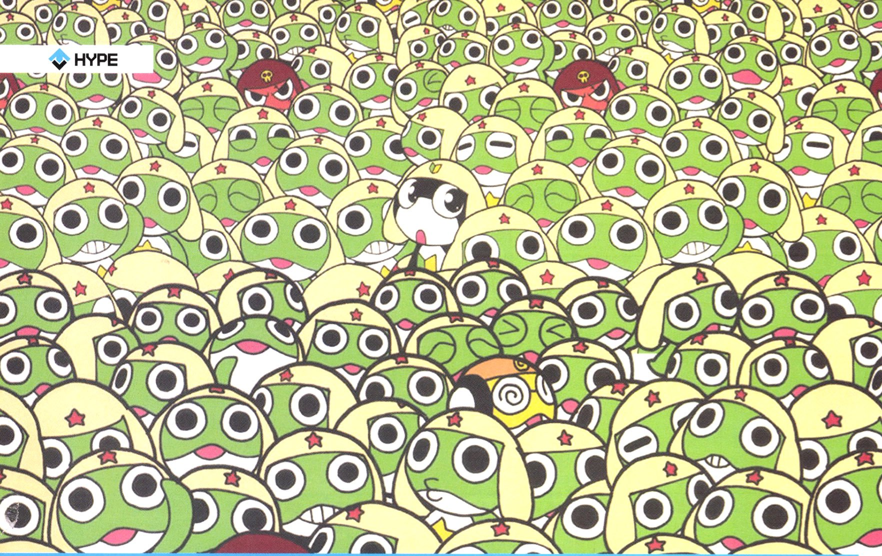
RUMBLE ROSES™

MATURE 17+
M
Sexual Themes
Violence
ESRB CONTENT RATING www.esrb.org

PlayStation®2

KONAMI
www.konami.com/usa

© 2004 Konami Computer Entertainment Tokyo. KONAMI is a registered trademark of KONAMI CORPORATION. Rumble Roses is a trademark of Konami Computer Entertainment Tokyo, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association.



ANIMANIA

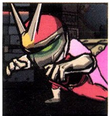
SO MANY FROGS!

GUNDAMANIA

Get ready to triple-fist all the *Gundam* you can consume over the last few months of 2004. On November 9, Bandai releases the entire catalog of *Universal Century* movies as a single $70 package—that's about 10 hours of *Gundam* in one box, enough for you to catch up on the history of the series. *Mobile Suit Gundam F91*, which chronicles a war that takes place decades after the original series, arrives November 23. Finally, on November 30, the big one hits: the limited-edition box of *Zeta Gundam*, which packs all 50-odd episodes of the series into one hefty package. *Zeta* may be scarce after the initial run sells out, so grab one while you can to enjoy Mobile Suit action in its purest form.

YO, JOE!

It's not on its way to North America yet, but a new *Viewtiful Joe* animated series should be on Japanese airwaves as you read this, having hit TV Tokyo on October 12. The show—chronicling the adventures of the superdeformed sentai hero against the evil forces that threaten the alternate world of Movie Land—is set for an unusually long run of 52 episodes, but the cult popularity of the videogame in this country means we'll probably see it here one of these days. Expect to see news about the show in the next month or so.



VIEW AND PLAY
In addition to watching *Viewtiful Joe*, you can play the second game, coming out on November 23.

PEACE SELLS, WHO'S BUYING?

For another look at the bloody upheavals that gave birth to *Rurouni Kenshin* and plenty of other 19th-century samurai stories, check out the ADV Films release of *Peacemaker*—volume one of the 26-episode TV series hits October 12. Subtitled *Another Story of Shinsengumi*, the series chronicles a 15-year-old trainee swordsman's youth as a questionably willing defender of order in the tumultuous period preceding the Meiji Restoration, which took place in the 1860s.

LEMME HEAR YA HOWL

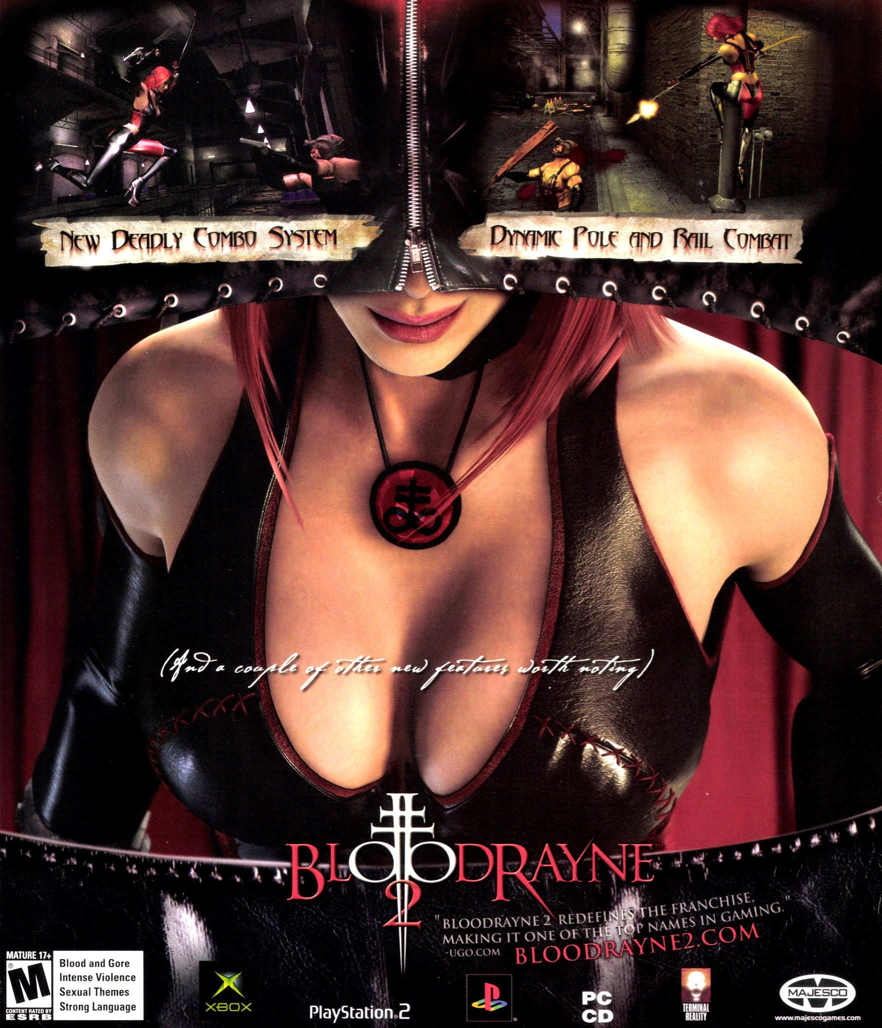
The latest film from *Spirited Away* director Hayao Miyazaki made quite the splash at the Venice Film Festival. *Howl's Moving Castle*, the story of a young girl exploring a mysterious wizard's fortress, drew a massive standing ovation and the Golden Osella award for best cinematography (an odd bit of recognition for an animated film, but no matter). Some observers even predicted it would walk away with the Golden Lion, given to the best film of the festival, but *Howl's* creators should no doubt be content with the buzz they netted in advance of its spring release in American theaters. Fans can also look forward to snagging more of Miyazaki's films on DVD once *Howl's Moving Castle* hits the silver screen Stateside.

CREATED A MONSTER

More and more American publishers are gambling on massive manga series—the latest is *Naoki Urasawa's Monster*, coming this December from Viz. The gripping, labyrinthine story of a Japanese brain surgeon caught up in post–Cold War intrigue and serial murder in Germany, *Monster* runs a hefty 18 volumes in its Japanese edition. A faithful animated adaptation is currently running on Japanese TV, so perhaps we'll see that released in America soon as well.

SALUTE THE FROG!

One of the year's best sleeper titles is available from Tokyopop in the form of *Keroro Gunsou*, or *Sergeant Frog*, Mine Yoshizaki's tale of amphibian alien invaders forced to survive domestic life in modern-day Tokyo. The eponymous Sergeant is one of the most charming character designs of the modern age (that's him at the top of this page, and he appears to have brought along a few of his friends), and he's backed up by a brilliant supporting cast of bewildered humans and borderline-insane subordinates. Four volumes are available now, with a fifth due in November, and the hilarious TV adaptation (currently up to 20-odd episodes in Japan) is a prime candidate for an American release. « *Dave Smith*


New Deadly Combo System
Dynamic Pole and Rail Combat
(And a couple of other new features worth noting)
BloodRayne 2
"BloodRayne 2 redefines the franchise, making it one of the top names in gaming."
-UGO.COM
BLOODRAYNE2.COM
MATURE 17+
M
CONTENT RATED BY ESRB
Blood and Gore
Intense Violence
Sexual Themes
Strong Language
XBOX
PlayStation 2
PC CD
TERMINAL REALITY
MAJESCO
www.majescogames.com

Copyright ©2004 Majesco Sales Inc. All Rights Reserved. The BloodRayne logo, characters and artwork are trademarks of Majesco Sales Inc. Developed by Terminal Reality. Microsoft, Xbox and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association.

BY THE NUMBERS

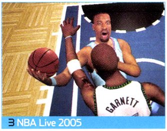
IN ASSOCIATION WITH
EB GAMES
electronics boutique®

PS2 TOP 20 SALES

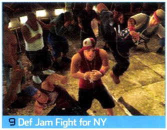
You may love the story, you may hate the battle system, but one thing is for absolute certain: *Star Ocean: Till the End of Time* has plenty of characters with funny-colored hair. And there's nothing wrong with that.

Till the End of Time **proves once again that it's hip to be Squenix.**

	Title (Publisher)	
1	Star Ocean: Till the End of Time (Square Enix)	●●●●
2	Star Wars Battlefront (LucasArts)	●●●●◖
3	NBA Live 2005 (EA Sports)	●●●●
4	Madden NFL 2005 (EA Sports)	●●●●◖
5	Tiger Woods PGA 2005 (EA Sports)	●●●●◖
6	Street Fighter Anniversary Collection (Capcom)	●●●●
7	NASCAR 2005: Chase for the Cup (EA Sports)	●●●●●
8	ESPN NFL 2K5 (ESPN VG)	●●●●
9	Def Jam Fight for NY (EA Games)	●●●●◖
10	Burnout 3: Takedown (EA Games)	●●●●●
11	ESPN NHL 2K5 (ESPN VG)	●●●●◖
12	ShellShock: Nam '67 (Eidos)	●●
13	Sly 2: Band of Thieves (Sony CEA)	●●●●●
14	SRS: Street Racing Syndicate (Namco)	●●●
15	X-Men Legends (Activision)	●●●●
16	Final Fantasy XI: Chains of Promathia (Square Enix)	●●●●
17	Silent Hill 4: The Room (Konami)	●●●●◖
18	Dynasty Warriors 4: Empires (Koei)	●●●●
19	Phantom Brave (NIS America)	●●●●◖
20	DDR Extreme (Konami)	●●●●



3 NBA Live 2005



9 Def Jam Fight for NY

13 Sly 2: Band of Thieves

18 Dynasty Warriors 4: Empires

Source: EB Games, September 2004. Numbers reflect the sales at EB and its affiliated outlets and don't include other retail outlets. That's probably why you'll never see *Deer Hunter* crack the top 10. Japan's top 10 and the top 10 rentals come from other sources. Game descriptions written by the *OPM* staff. Living It Up sources: AllMusic.com, IMDB, MapQuest.

PS1 TOP 10 SALES

1	Dragon Ball GT	Bandai
2	Final Fantasy VII	Square Enix
3	Final Fantasy Chronicles	Square Enix
4	Final Fantasy Anthology	Square Enix
5	Final Fantasy Origins	Square Enix
6	Final Fantasy VIII	Square Enix
7	Final Fantasy IX	Square Enix
8	Namco Museum Volume 3	Namco
9	Final Fantasy Tactics	Square Enix
10	Chrono Cross	Square Enix

JAPAN'S TOP 10 PS2 GAMES

1	Tales of Symphonia	Namco
2	Samurai Warriors: Xtreme Legends	Koei
3	Resident Evil Outbreak File #2	Capcom
4	FFXI: Chains of Promathia	Square Enix
5	Kengo 3	Genki
6	Fullmetal Alchemist 2	Square Enix
7	Winning Eleven 8	Konami
8	Sakura Taisen V Episode 0	Sega
9	Pachislot Hokuto no Ken	Sammy
10	Blood Will Tell	Sega

TOP 10 BLOCKBUSTER RENTALS

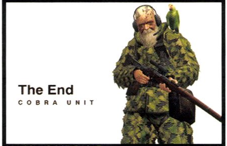
1	Star Wars Battlefront (PS2)	LucasArts
2	Star Wars Battlefront (XB)	LucasArts
3	Def Jam Fight for NY (PS2)	EA Games
4	Madden NFL 2005 (PS2)	EA Sports
5	NBA Live 2005 (PS2)	EA Sports
6	Fable (XB)	Microsoft
7	SRS: Street Racing Syndicate (PS2)	Namco
8	ShellShock: Nam '67 (PS2)	Eidos
9	Def Jam Fight for NY (XB)	EA Games
10	Vietcong: Purple Haze (PS2)	Gathering

TOP 10 SALES, ALL SYSTEMS

1	Fable (XB)	Microsoft
2	Pokémon FireRed (GBA)	Nintendo
3	Pokémon LeafGreen (GBA)	Nintendo
4	Star Wars Battlefront (XB)	LucasArts
5	Star Ocean 3 (PS2)	Square Enix
6	The Sims 2 (PC)	EA Games
7	Star Wars Battlefront (PS2)	LucasArts
8	Burnout 3: Takedown (XB)	EA Games
9	NBA Live 2005 (PS2)	EA Sports
10	Madden NFL 2005 (PS2)	EA Sports

TREND SPOTTER

You might think your boss is pretty messed up, but we promise you, your boss isn't anywhere nearly as messed up as any one of these guys is. Seriously.



Metal Gear Solid 3: Snake Eater

Guilty Gear Isuka

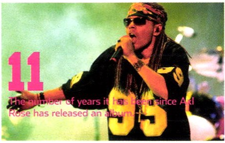
Neo Contra

Katamari Damacy

The Office

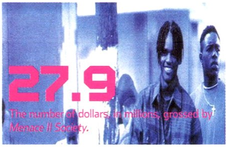
LIVING IT UP

Necessary trivia for fans of *GTA*.



11

The number of years it has been since Axl Rose has released an album.



27.9

The number of dollars, in millions, grossed by *Menace II Society*.

WELCOME
TO Fabulous
LAS VEGAS
NEVADA

650.6

The number of miles from San Francisco to Las Vegas, via Los Angeles.

BATTLE ASSAULT 3
FEATURING MOBILE SUIT GUNDAM SEED™

06
HITS
TIME
STAGE 1
PlayStation 2
BATTLE ASSAULT 3
BANDAI

Gundam goes 3D! The hit Battle Assault series comes to the PlayStation®2.

- 5 playable modes: Mission, Versus, Tag Team, Survival, and Time Trial featuring 2 vs. 2 cooperative play.
- 33 playable mobile suits to choose from, including 4 unlockable mobile suits from Gundam Wing and G Gundam!
- Special 1st person shooter attack, the DUAL HYPER ATTACK!
- Real-time upgrade of mobile suites during combat.
- Interactive 3D environments.

Mobile Suit Madness!

Coming This November

TEEN
T
CONTENT RATED BY ESRB
Language
Violence

As seen on TOONAMI CARTOON NETWORK®

PlayStation®2

BANDAI®

GUNDAM SEED ©2002-2004 SOTSU AGENCY • SUNRISE • MBS. GUNDAM WING © 1995-2004 SOTSU AGENCY • SUNRISE. G GUNDAM © 1994-2004 SOTSU AGENCY • SUNRISE. Program © 2004 Bandai. "Gundam", "G Gundam", "Gundam Wing", "Mobile Suit" and all related characters, names, logos, distinctive likenesses, drawings and other images contained in this product are the exclusive property of Sotsu Agency and Sunrise Inc. Used under license by Bandai America Incorporated. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Entertainment Digital Software Association. CARTOON NETWORK, TOONAMI and logos are trademarks of and © 2004 Cartoon Network.

OWN THE SKIES FOR A DAY!

Enter Namco's **Ace Combat**™ **5** contest and you could win these great prizes.*

FJ-5 OSE-GH: 65833

ONE GRAND PRIZE

You and 3 of your friends will be flown to Southern California for a day's worth of combat flight simulations at one of the top flight schools in the country. Prize includes airfare, hotel and meals for 4.**

FJ-5 OSE-GH: 65833

10 SECOND PRIZES

Ace Combat™ **5: The Unsung War** game bundle with joystick.**

20 THIRD PRIZES

Free one-year subscription to a Ziff Davis Media game magazine of your choice plus a 1UP.COM visor and T-shirt.

ACE COMBAT 5
THE UNSUNG WAR

OWN THE SKIES: OCTOBER 25, 2004

Log on to
HTTP://ACECOMBAT5.EGM.1UP.COM
and enter to win!

TEEN
T
Mild Language
Violence
ESRB CONTENT RATING www.esrb.org

PlayStation®2

OFFICIAL GUIDE AVAILABLE FROM BRADYGAMES® TAKE YOUR GAME FURTHER

namco®
www.namco.com

---

* See web site for complete contest rules and regulations.

** Contestant must be 18 years or older to win the Grand Prize. Prizes subject to change without notice.

ACE COMBAT™ 5 The Unsung War & © 2004 NAMCO LTD., ALL RIGHTS RESERVED. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Entertainment Software Association. All trademarks and copyrights associated with the manufacturers, aircraft, models, trade names, brands and visual images depicted in this game are the property of their respective owners, and used with such permissions./Copyright and other rights owned by BAE SYSTEMS PLC and its partners and are not to be reproduced without the prior written consent of BAE SYSTEMS PLC./Produced under license from Boeing Management Company./MIRAGE and RAFALE are aircraft and registered trademarks of DASSAULT AVIATION./Produced in cooperation with Japan Air Self-Defense Force./Lockheed Martin Trademarks used under license to Namco Ltd./Produced under a license from Northrop Grumman Systems Corporation.

REVIEWS

88>

GTA: SA

THE MOST ANTICIPATED GAME EVER IS HERE

OFFICIAL U.S. PLAYSTATION MAGAZINE [★] GAME OF THE MONTH

RATING KEY

Octagons. Stomps. Ocs. Blargs. Call our rating symbols what you will—just know that any game that receives five of 'em is something truly special that deserves a spot in your collection. On the other hand, a 2.5 is merely mediocre. And a 0.5? Well...at least they're fun to rip apart.

[●●●●●]

INSIDE

112 Ace Combat 5
124 BloodRayne 2
114 Blood Will Tell
128 Crash 'N' Burn
108 Dukes of Hazzard
130 DVDs
128 ESPN NBA 2K5
118 EyeToy: Anti-Grav
108 Fight Club
102 FFXI: Chains of Promathia
106 Get on da Mic
102 Ghost in the Shell: Stand Alone Complex
104 Jak 3
106 Karaoke Revolution Volume 3
110 Killzone
118 King of Fighters: Maximum Impact
114 Kuon
118 Leisure Suit Larry: Magna Cum Laude
119 Midway Arcade Treasures 2
119 Mortal Kombat: Deception
120 Need for Speed Underground 2
114 Nightmare of Druaga
124 Neo Contra
126 Ratchet & Clank: Up Your Arsenal
108 Rocky: Legends
125 SpongeBob SquarePants: The Movie
125 Spyro: A Hero's Tail
106 Taiko: Drum Master
116 Tony Hawk's Underground 2
112 X-Men: Legends

OFFICIAL U.S. PLAYSTATION MAGAZINE

GAME OF THE MONTH

GRAND THEFT AUTO: SAN ANDREAS

IS IT REALLY THE BEST GAME EVER MADE?

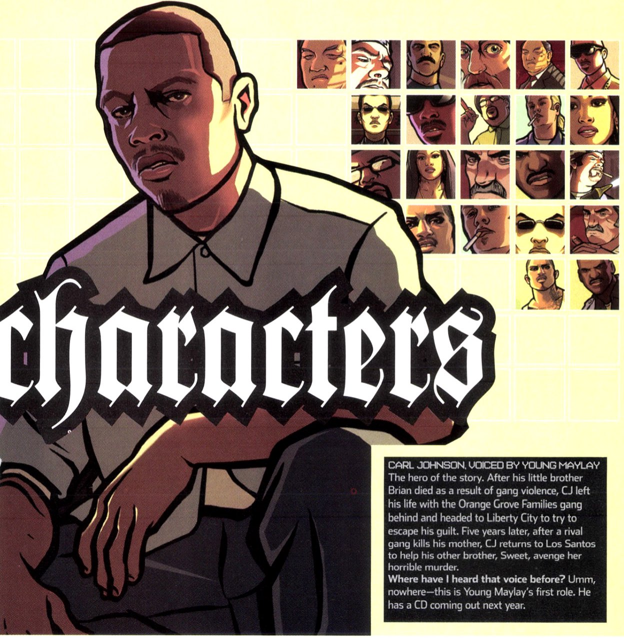
Grove St
Glen Park

As I start writing this review, I have played *San Andreas* for 35 hours and nine minutes, and I have completed only 49.43 percent of the entire game. In that time, I have passed 76 missions, traveled 1,762,380 feet by car, walked 316,900 feet, popped a 612-foot wheelie, and gone up on two wheels in a car for 58 feet. I've shot a basketball and scored from 114 feet. I've bench-pressed 320 pounds and curled a 110-pound dumbbell. I've sprayed nine out of a possible 100 graffiti tags. I haven't found any oysters or horseshoes. My sworn enemy is the Ballas gang. I've taken over three territories and lost one, and 158 enemy gang members have died over the course of the turf war. I've attained 198 wanted stars and evaded 124, and I've been busted just three times. Since I started, 262 road vehicles have been destroyed, as have two boats and 125 different planes and helicopters. I've started 1,044 fires and shot out 136 tires. I've spent $160,000 on property, $32,411 on gambling, $11,400 on weapons, $1,675 on clothes, $1,505 on tattoos, $1,300 on haircuts, and just $2 on food. I've jumped out of a plane twice, and I've dated two different women, with limited success.

I have not beaten *San Andreas* yet. This is something you need to know before I proceed. You could beat a majority of the games reviewed this month two or three times over in 35 hours and nine minutes. *San Andreas* is very different, though. It is a very big game. The term "big" really doesn't do it justice. It's huge, massive, colossal, stupendous, and somewhat humbling in its enormity. No matter what expectations you've developed based on the information that has dribbled out over the course of the past six months, you are wrong. If you're expecting *Vice City*, only set in the '90s and with some RPG bits, you are wrong. If you believe they can't possibly push it as much as they have before, that it can't really be that good, you are wrong. *San Andreas* is shocking, not necessarily because of its typically contentious subject matter (though there's plenty in it to rub those of a conservative disposition the wrong way), but because of the sheer scale of the experience.

There are so many facets to this experience, I can't possibly describe them all here, but I will attempt to outline what makes *San Andreas* such a significant game. Based on my current progress, you can extrapolate that it's

characters



CARL JOHNSON, VOICED BY YOUNG MAYLAY
The hero of the story. After his little brother Brian died as a result of gang violence, CJ left his life with the Orange Grove Families gang behind and headed to Liberty City to try to escape his guilt. Five years later, after a rival gang kills his mother, CJ returns to Los Santos to help his other brother, Sweet, avenge her horrible murder.
Where have I heard that voice before? Umm, nowhere—this is Young Maylay's first role. He has a CD coming out next year.

SWEET JOHNSON, VOICED BY FAIZON LOVE
Sweet blames CJ for Brian's death and resents that he ran away afterward, leaving Sweet to look after the family on his own. Now he must put those feelings behind him.
Where have I heard that voice before? He had bit parts in *Elf* (as a store manager) and *The Fighting Temptations* (as a prison warden); he also played Warren in ABC's short-lived sitcom *The Big House*.

RYDER, VOICED BY MC EIHT
Short and scrawny, Ryder rarely thinks about what he's doing before he does it. A bit of a wild card, what Ryder lacks in size, he more than makes up for with his big mouth, bad attitude, and propensity for violence.
Where have I heard that voice before? He played A-Wax in *Menace II Society* and had a song ("Streight Up Menace") on the film's soundtrack.

CESAR VIALPANDO, VOICED BY CLIFTON COLLINS JR.
Cesar is the leading member of the Varrios Aztecas and Kendl Johnson's boyfriend. Despite his love of stolen cars, Cesar is a man of honor and integrity, which eventually leads CJ and Cesar to become close friends.
Where have I heard that voice before? He's made appearances in a slew of films, including *Menace II Society*, *187* (with fellow *San Andreas* actor Samuel L. Jackson), and *Traffic*.

KENDL JOHNSON, VOICED BY YO-YO
The member of the Johnson family with the best head on her shoulders, Kendl is invaluable once you get to San Fierro.
Where have I heard that voice before? She's played bit parts in movies such as *Boyz N the Hood*, *Menace II Society*, and *Sister Act 2*.

ZERO, VOICED BY DAVID CROSS
A technical genius, Zero has constructed an army of deadly RC vehicles to battle his greatest foe...a rival science fair competitor. CJ finds Zero's

going to take me about 72 hours to score 100 percent. This would, of course, be true if the game were a completely linear enterprise. It's not. Much like *GTA3* and *Vice City*, you can "beat" the game by completing only the core missions that progress the story. There are people at Rockstar I've spoken to who have finished the main story but have completed only about 60 percent of the entire game. By just plodding through the story, though, you're going to miss a lot. Conservatively, I would guess that there's definitely more than 100 hours of gameplay here. The notion of a "digital sandbox" was bandied around quite liberally in the past in association with this franchise, but never has it been so apt. The game world is so packed with surprises that the enjoyment of just existing within it is its own reward.

Aside from its size, the other immediately apparent thing about the game is that it looks infinitely superior to *Vice City*. Environments are rich with detail and packed with effects, whether beautiful sunrises bleaching out your view or huge storms breaking with rain as thunder crashes overhead.

There are five major regions in the game, the three cities and two wilderness areas. Each has its own identity, vibe, and ambient beauty. Los Santos is a gritty urban metropolis; San Fierro is a hilly replica of San Francisco, complete with frequent fog; and Las Venturas is a flat, neon-soaked sprawl.

IT'S GOING TO TAKE ME ABOUT 72 HOURS TO SCORE 100 PERCENT.

The wilderness between Los Santos and San Fierro is lush and green and filled with swaying grasses, farmland, and forests. The land between San Fierro and Las Venturas, on the other hand, is a barren wasteland. As you move through the game, not only is the change in scenery indicative of your

knowledge of all things electric to be of great use. **Where have I heard that voice before?** He was one of the cocreators and costars of HBO's *Mr. Show* and is currently starring in Fox's *Arrested Development* as Tobias Fünke.

OG LOC, VOICED BY JONATHAN ANDERSON

OG Loc is an old friend of the Grove Street boys and an aspiring gangsta rapper. He makes up for his painful lack of talent by doing anything and everything to prove that he is a real thug.
Where have I heard that voice before? Anderson had a small part in the 2002 British horror flick *The Source*.

OFFICER TENPENNY, VOICED BY SAMUEL L. JACKSON

One of the Los Santos Police Department's finest, Officer Tenpenny heads up the antigang unit known as C.R.A.S.H. While appearing to be serving the people, Tenpenny is really a maniacal bully who manipulates the community from behind the safety of his badge.
Where have I heard that voice before? Oh, come on—where have you *not* heard that voice before?

> **TORENO IS A SHADY GUY WITH LOTS OF SECRETS AND NO FRIENDS.**

OFFICER PULASKI, VOICED BY CHRIS PENN

Another member of the LSPD, Pulaski is also a member of the C.R.A.S.H. unit and is Tenpenny's muscle in the streets of Los Santos.
Where have I heard that voice before? Sean Penn's younger brother has been in several movies, including *Starsky & Hutch*, *Corky Romano*, *Rush Hour*, and *Reservoir Dogs*.

OFFICER HERNANDEZ, VOICED BY ARMANDO RIESCO

Hernandez is the third member of the C.R.A.S.H. collective that's known on the streets as "The Three Deep." While not as malicious as Tenpenny and Pulaski, he is willing to follow them for a cut.
Where have I heard that voice before? It might have been his role as Phelan in *25th Hour*, but it also could have been his voiceover as a supplier in *Vice City*.

MADD DOGG, VOICED BY ICE-T

According to OG Loc, Madd Dogg is the only person keeping him from becoming a huge star.
Where have I heard that voice before? Aside from his recent voiceover work in *Def Jam Fight for NY*, Ice-T is currently best known for his role in *Law & Order: Special Victims Unit*.

THE TRUTH, VOICED BY PETER FONDA

Despite the constant haze of pot smoke and myriad far-out conspiracy theories, The Truth can be a motivated businessman, even if he sometimes forgets what the business is.
Where have I heard that voice before? He has been appearing in films for more than 40 years. One of his best-known roles is from *Easy Rider*; look for him next in *Ocean's Twelve*.

JIZZY B, VOICED BY CHARLIE MURPHY

One of the West Coast's biggest pimps and hustlers, Jizzy B runs San Fierro's The Pleasure Domes, a strip club and all-around den of iniquity.
Where have I heard that voice before? He's Eddie Murphy's big brother, but does "I'm Rick James, bitch!" ring any bells?

T-BONE MENDEZ, VOICED BY KID FROST

T-Bone is a Northern Mexican OG who now handles security for Jizzy's various operations while Jizzy handles the public end.
Where have I heard that voice before? Kid Frost is best known for his Latin hip-hop work.

WU ZI MU, VOICED BY JAMES YAEGASHI

Calm, cool, and collected, Wu Zi Mu, referred to affectionately as "Woozie," is the big boss of San Fierro's Chinese triads. He takes pride in his abilities as an expert race-car driver and a golf pro.
Where have I heard that voice before? Yaegashi played an executive in *The Thomas Crown Affair*.

RAN FA LI, AKA FARLIE, VOICED BY HUNTER PLATIN

The head of the Chinese triads, this old man is who Woozie must impress to move up.
Where have I heard that voice before? Another Rockstar regular, Platin has done voice work in *Midnight Club II*, *Manhunt*, and the last two *GTAs*.

MIKE TORENO, VOICED BY JAMES WOODS

A shady guy with lots of secrets, no friends, a lot of enemies, and a knack for showing up when least expected.
Where have I heard that voice before? Best known for his movie work in films ranging from *Any Given Sunday* to *Scary Movie 2*, Woods is also a veteran of videogames, including the role of Hades in *Kingdom Hearts*.

MACCER, VOICED BY SHAUN RYDER

A former member of the drugged-out Manchester dance band the Gurning Chimps, Maccer was once a millionaire poster boy for hedonism. Out of the scene for a while now, Maccer is preparing for his big comeback.
Where have I heard that voice before? Ryder was the lead vocalist for the bands Happy Mondays and Black Grape.

KEN ROSENBERG, VOICED BY WILLIAM FICHTNER

This Vice City lawyer has moved to Las Venturas to try his ever-dwindling luck at running casinos. With a little less up top and little more around the middle, Ken remains as high-strung and neurotic as he ever was in his Vice City heyday.
Where have I heard that voice before? He has appeared in a number of blockbusters, including *Armageddon*, *Pearl Harbor*, and *Black Hawk Down*.

AND THERE'S MORE, AND MORE, AND MORE...

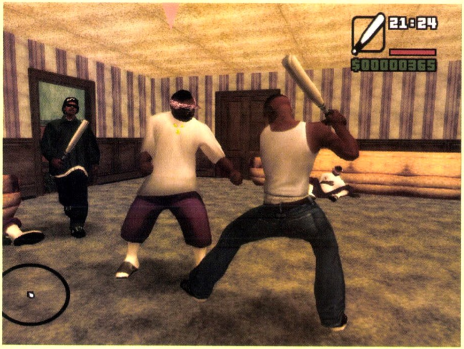
This is just a taste of the cast of the game. We haven't included the numerous girls that CJ is able to date, nor some of the peripheral gang members. There are also a number of surprise characters that turn up throughout the game that will make fans of the *GTA* series smile.

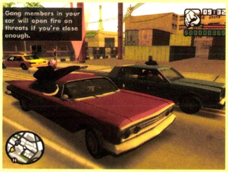
progress, but it also compounds your sense of achievement and provides a sense of relief as you complete one area and discover another.

The first eight or nine hours of the game take place in Los Santos and are very gang focused. You're quickly drawn into the gangbanger lifestyle, and there's an almost squalid feel to it. It's a reactionary experience, and you soon start to develop feelings for the gang members you're working with. There are characters you like and others you don't, and the action unfolds in the tried and trusted *GTA* fashion. Multiple threads open up that pull you through the linear story, but they are presented in such a way that the illusion of freedom is always very convincing. The first couple of hours introduce you to the most obvious gameplay features, as well as some key players.

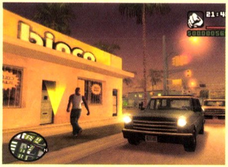
Very early on, you'll notice that the combat system has been improved. If you've played *Manhunt*, you'll know pretty much what to expect. Shooting is done with the aid of a lock-on system, as is hand-to-hand combat, and the lock-on is, for the most part, fairly reliable. Tap R1 to get a lock and then hit L1 to open fire. It's fast and effective, and it rarely devolves to the frustrating depths that you're no doubt very familiar with if you played *Vice City*.

Also, by the end of your second hour, you will have started to put your mark on your own personal CJ. You'll have been introduced to the barbershop, the clothes stores, the tattoo shop, and the gym, as well as the restaurants in your neighborhood. That's enough to be either fat or skinny, well dressed or a slob. You can even sport a huge moustache, if you're so inclined. You'll also start to notice that you're forming quite a bond with the game's hero. Examine this emotion further and you'll touch on one of the least quantifiable, but arguably most significant, aspects of *San Andreas*: CJ himself. Without wishing to get all beard-strokey and film studenty, I think it has to be said that CJ is possibly one of the most well-developed and believable videogame characters ever made. He's not a caricature, he's not a superhero, he's not a lone warrior out for justice: He's just a guy. Sure, he's a criminal, and he has a propensity for being particularly unpleasant, but very




Gang members in your car will open fire on threats if you're close enough.
09:32
$00000365

13:48
$00000470
CAR HEALTH
Glen Park



san andreas

i love the 90s

Smells Like Teen Spirit
Seattle's alternative music scene hit the top of the charts in the early '90s thanks to the emergence of bands like Nirvana, Pearl Jam, and Soundgarden. However, Kurt Cobain's suicide in 1994 delivered a blow from which grunge music never fully recovered.

Rap Wars
The 1990s saw hip-hop artists turn their attacks away from established authorities (like the cops and their parents) and on to each other. The explosion of the East Coast versus West Coast turf wars was further fueled by the assassinations of Tupac in 1996 and the Notorious BIG in 1997.

Blowing Smoke
Bill Clinton led the nation through semantic gymnastics as he pled with the impeachment committee to ponder what the definition of "is" was, while Monica Lewinsky smirked from the West Wing.

Yada Yada Yada
Seinfeld had us shouting "No soup for you!" introduced fashions such as the urban sombrero, and prompted queries as to who exactly was master of his or her domain. Quite a legacy

continued on 96

quickly, you start to notice that you really like him. There's not the detachment that you have with Sam Fisher or Solid Snake or Ratchet. With CJ, you like him because you very quickly start to feel like you know him. Part of this is because of Young Maylay's fantastic performance as CJ, but it's mostly because his reactions are credible. When he's making smart-ass remarks, they're casual and not forced. When he's dealing with a crazy character, his discomfort is tangible, and when you factor all of this in with your ownership of every facet of his development, you really start to notice a bond forming.

By the time you leave Los Santos at around the nine-hour point, a lot of things have happened. The gang activities have escalated to a point where they're becoming almost oppressive, you will have witnessed a number of set pieces that are truly spectacular, and you will have touched on quite a few of *San Andreas*' gameplay styles. Running, driving, shooting, drive-bys, sneaking, and variations thereof will have been supplemented with some on-rails shooter sections, object collection, *DDR*-style dancing, *Track & Field*-style button tapping, and several different kinds of racing. All of them are done in moderation, and none of them are so pronounced that you'll become frustrated. If you're lousy at rhythm games, you have to endure something of that style only twice in Los Santos. For me, bizarrely, the big hang-up was the racing. For someone obsessed with racing games, the fact that I struggled so badly with one of the major *Midnight Club*-esque races in the game utterly bewildered me. This was worsened by a returning *GTA* frustration—the repetition involved if you keep messing up a mission. The race in question was against a Mexican gang using lowriders (not the best-handling cars in the game), and the process involved tracking down a lowrider, heading to Cesar's (CJ's sister's boyfriend's place), following him to the race location, and then entering the race and having to win. The race itself weaved through a considerably large part of the city, and if I made a mistake, I had to go all the way back to the beginning of that process. By my third attempt, it was starting to piss me off.

A to Z of san andreas

26 things you probably didn't know about the game until now

AXL ROSE
Our favorite piece of *San Andreas* trivia is Axl's presence in the game. He is the voice of K-DST DJ Tommy "The Nightmare" Smith and plays classic rock while bitching about his days as a rock star and lamenting the state of modern rock bands.

BASE JUMPING
Learn to parachute at the flight school (it's like playing *Pilotwings*) and then grab a parachute pack and have some fun. Take a plane up over a city, land on top of a skyscraper, leap off the edge of it, and parachute down to the street.

CARL
One of the most fleshed-out characters you'll ever see in a videogame. Sure, he's a badass—but he's likeable, and more important, you can shape his development by modifying his appearance, his behavior, his actions, and his abilities.

DANCING
Bet you didn't expect *DDR*-style rhythm gameplay, huh? There are different types of dance gameplay, including car bouncing (timed analog stick twitches) and pure *DDR*-style button pressing. If this scares you a bit, you only *have* to do it twice.

EXERCISE
Physical activity affects CJ's stamina, and if you head to the gym, you can lift weights to get so buff that you'll want to run around with no shirt on. Workout gameplay is old-school *Track & Field*-style button tapping, and it affects both strength and stamina.

continued on 96

If it seemed like they
were coming
from all sides
before,
try it in 3D.

No matter how cool it looks, never stop shooting. Three dimensions. Two playable heroes. One classic franchise returns. Neo Contra. The more things change, the more they stay insane.

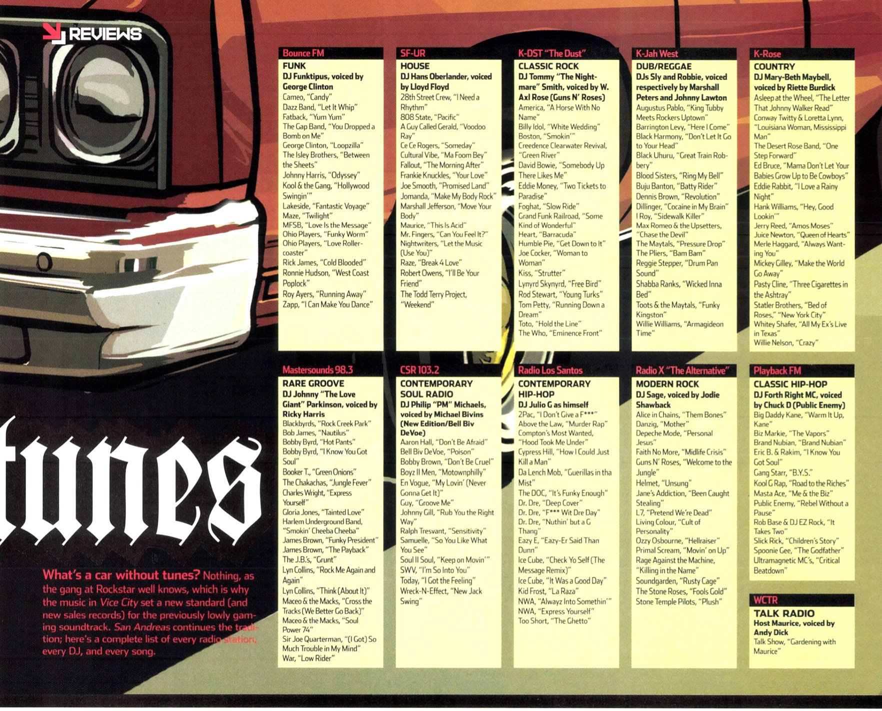
NEO CONTRA™

MATURE 17+
M
Blood and Gore
Violence
ESRB CONTENT RATING www.esrb.org

PlayStation®2

KONAMI
www.konami.com/usa

© 1987 2004 KONAMI & Konami Computer Entertainment Tokyo. "KONAMI" is a registered trademark of KONAMI CORPORATION. "Neo Contra" is a trademark of KONAMI CORPORATION. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association.



tunes

What's a car without tunes? Nothing, as the gang at Rockstar well knows, which is why the music in *Vice City* set a new standard (and new sales records) for the previously lowly gaming soundtrack. *San Andreas* continues the tradition; here's a complete list of every radio station, every DJ, and every song.

Bounce FM
FUNK
DJ Funktipus, voiced by George Clinton
Cameo, "Candy"
Dazz Band, "Let It Whip"
Fatback, "Yum Yum"
The Gap Band, "You Dropped a Bomb on Me"
George Clinton, "Loopzilla"
The Isley Brothers, "Between the Sheets"
Johnny Harris, "Odyssey"
Kool & the Gang, "Hollywood Swingin'"
Lakeside, "Fantastic Voyage"
Maze, "Twilight"
MFSB, "Love Is the Message"
Ohio Players, "Funky Worm"
Ohio Players, "Love Rollercoaster"
Rick James, "Cold Blooded"
Ronnie Hudson, "West Coast Poplock"
Roy Ayers, "Running Away"
Zapp, "I Can Make You Dance"

SF-UR
HOUSE
DJ Hans Oberlander, voiced by Lloyd Floyd
28th Street Crew, "I Need a Rhythm"
808 State, "Pacific"
A Guy Called Gerald, "Voodoo Ray"
Ce Ce Rogers, "Someday"
Cultural Vibe, "Ma Foom Bey"
Fallout, "The Morning After"
Frankie Knuckles, "Your Love"
Joe Smooth, "Promised Land"
Jomanda, "Make My Body Rock"
Marshall Jefferson, "Move Your Body"
Maurice, "This Is Acid"
Mr. Fingers, "Can You Feel It?"
Nightwriters, "Let the Music (Use You)"
Raze, "Break 4 Love"
Robert Owens, "I'll Be Your Friend"
The Todd Terry Project, "Weekend"

K-DST "The Dust"
CLASSIC ROCK
DJ Tommy "The Nightmare" Smith, voiced by W. Axl Rose (Guns N' Roses)
America, "A Horse With No Name"
Billy Idol, "White Wedding"
Boston, "Smokin'"
Creedence Clearwater Revival, "Green River"
David Bowie, "Somebody Up There Likes Me"
Eddie Money, "Two Tickets to Paradise"
Foghat, "Slow Ride"
Grand Funk Railroad, "Some Kind of Wonderful"
Heart, "Barracuda"
Humble Pie, "Get Down to It"
Joe Cocker, "Woman to Woman"
Kiss, "Strutter"
Lynyrd Skynyrd, "Free Bird"
Rod Stewart, "Young Turks"
Tom Petty, "Running Down a Dream"
Toto, "Hold the Line"
The Who, "Eminence Front"

K-Jah West
DUB/REGGAE
DJs Sly and Robbie, voiced respectively by Marshall Peters and Johnny Lawton
Augustus Pablo, "King Tubby Meets Rockers Uptown"
Barrington Levy, "Here I Come"
Black Harmony, "Don't Let It Go to Your Head"
Black Uhuru, "Great Train Robbery"
Blood Sisters, "Ring My Bell"
Buju Banton, "Batty Rider"
Dennis Brown, "Revolution"
Dillinger, "Cocaine in My Brain"
I Roy, "Sidewalk Killer"
Max Romeo & the Upsetters, "Chase the Devil"
The Maytals, "Pressure Drop"
The Pliers, "Bam Bam"
Reggie Stepper, "Drum Pan Sound"
Shabba Ranks, "Wicked Inna Bed"
Toots & the Maytals, "Funky Kingston"
Willie Williams, "Armagideon Time"

K-Rose
COUNTRY
DJ Mary-Beth Maybell, voiced by Riette Burdick
Asleep at the Wheel, "The Letter That Johnny Walker Read"
Conway Twitty & Loretta Lynn, "Louisiana Woman, Mississippi Man"
The Desert Rose Band, "One Step Forward"
Ed Bruce, "Mama Don't Let Your Babies Grow Up to Be Cowboys"
Eddie Rabbit, "I Love a Rainy Night"
Hank Williams, "Hey, Good Lookin'"
Jerry Reed, "Amos Moses"
Juice Newton, "Queen of Hearts"
Merle Haggard, "Always Wanting You"
Mickey Gilley, "Make the World Go Away"
Pasty Cline, "Three Cigarettes in the Ashtray"
Statler Brothers, "Bed of Roses," "New York City"
Whitey Shafer, "All My Ex's Live in Texas"
Willie Nelson, "Crazy"

Mastersounds 98.3
RARE GROOVE
DJ Johnny "The Love Giant" Parkinson, voiced by Ricky Harris
Blackbyrds, "Rock Creek Park"
Bob James, "Nautilus"
Bobby Byrd, "Hot Pants"
Bobby Byrd, "I Know You Got Soul"
Booker T., "Green Onions"
The Chakachas, "Jungle Fever"
Charles Wright, "Express Yourself"
Gloria Jones, "Tainted Love"
Harlem Underground Band, "Smokin' Cheeba Cheeba"
James Brown, "Funky President"
James Brown, "The Payback"
The J.B.'s, "Grunt"
Lyn Collins, "Rock Me Again and Again"
Lyn Collins, "Think (About It)"
Maceo & the Macks, "Cross the Tracks (We Better Go Back)"
Maceo & the Macks, "Soul Power 74"
Sir Joe Quarterman, "(I Got) So Much Trouble in My Mind"
War, "Low Rider"

CSR 103.2
CONTEMPORARY SOUL RADIO
DJ Philip "PM" Michaels, voiced by Michael Bivins (New Edition/Bell Biv DeVoe)
Aaron Hall, "Don't Be Afraid"
Bell Biv DeVoe, "Poison"
Bobby Brown, "Don't Be Cruel"
Boyz II Men, "Motownphilly"
En Vogue, "My Lovin' (Never Gonna Get It)"
Guy, "Groove Me"
Johnny Gill, "Rub You the Right Way"
Ralph Tresvant, "Sensitivity"
Samuelle, "So You Like What You See"
Soul II Soul, "Keep on Movin'"
SWV, "I'm So Into You"
Today, "I Got the Feeling"
Wreck-N-Effect, "New Jack Swing"

Radio Los Santos
CONTEMPORARY HIP-HOP
DJ Julio G as himself
2Pac, "I Don't Give a F***"
Above the Law, "Murder Rap"
Compton's Most Wanted, "Hood Took Me Under"
Cypress Hill, "How I Could Just Kill a Man"
Da Lench Mob, "Guerillas in tha Mist"
The DOC, "It's Funky Enough"
Dr. Dre, "Deep Cover"
Dr. Dre, "F*** Wit Dre Day"
Dr. Dre, "Nuthin' but a G Thang"
Eazy E, "Eazy-Er Said Than Dunn"
Ice Cube, "Check Yo Self (The Message Remix)"
Ice Cube, "It Was a Good Day"
Kid Frost, "La Raza"
NWA, "Alwayz Into Somethin'"
NWA, "Express Yourself"
Too Short, "The Ghetto"

Radio X "The Alternative"
MODERN ROCK
DJ Sage, voiced by Jodie Shawback
Alice in Chains, "Them Bones"
Danzig, "Mother"
Depeche Mode, "Personal Jesus"
Faith No More, "Midlife Crisis"
Guns N' Roses, "Welcome to the Jungle"
Helmet, "Unsung"
Jane's Addiction, "Been Caught Stealing"
L7, "Pretend We're Dead"
Living Colour, "Cult of Personality"
Ozzy Osbourne, "Hellraiser"
Primal Scream, "Movin' on Up"
Rage Against the Machine, "Killing in the Name"
Soundgarden, "Rusty Cage"
The Stone Roses, "Fools Gold"
Stone Temple Pilots, "Plush"

Playback FM
CLASSIC HIP-HOP
DJ Forth Right MC, voiced by Chuck D (Public Enemy)
Big Daddy Kane, "Warm It Up, Kane"
Biz Markie, "The Vapors"
Brand Nubian, "Brand Nubian"
Eric B. & Rakim, "I Know You Got Soul"
Gang Starr, "B.Y.S."
Kool G Rap, "Road to the Riches"
Masta Ace, "Me & the Biz"
Public Enemy, "Rebel Without a Pause"
Rob Base & DJ EZ Rock, "It Takes Two"
Slick Rick, "Children's Story"
Spoonie Gee, "The Godfather"
Ultramagnetic MC's, "Critical Beatdown"

WCTR
TALK RADIO
Host Maurice, voiced by Andy Dick
Talk Show, "Gardening with Maurice"

Once you leave Los Santos, you're actually quite glad to be away from all the gang-related crap that's going on. Being dumped out in the middle of nowhere in a small town in the countryside has a dramatic effect on the way you feel about the game, and the sense of being in the open air is actually quite refreshing. The missions in the wilderness have a very different vibe, and the characters you come across are far less intense (for the most part) than the bangers in Los Santos. Missions in the countryside vary from small-town bank jobs to torching an entire field of weed, and these are interspersed with a lot of off-roading over beautifully rendered landscapes. I spent about six hours working through the missions out there, and just as the game clock ticked over 15 hours, I was approaching San Fierro and another major shift in terms of atmosphere.

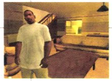
There's a strong thread of humor running throughout the game, but you really start to notice it once you're traversing the hills of San Fierro. It's here that you encounter your geeky sidekick, Zero, voiced to perfection by David Cross, and his excruciatingly difficult side missions (remember the RC missions in *Vice City*? They're back, and they'll kick your ass). You'll also meet the Chinese triad boss Woozie (my favorite character in the game) and Jizzy, the proprietor of the strip club The Pleasure Domes. Your time in San Fierro feels more civilized than the time you spent in Los Santos, probably because you've broken away from the gang scene to a certain extent and become much more of a player in the broader scheme of things. You now own property, and as you accumulate funds, you can buy a number of different places

THERE'S A STRONG THREAD OF HUMOR RUNNING THROUGHOUT.

OWN THE CD BOX
An eight-disc box set of music will be released on Nov. 23, as well as a double CD of select tunes.

Your introduction to seamanship will come in the San Fierro bay.

Finish the flight school in Bone County, and all kinds of new gameplay opportunities open up.



Buying property in each city provides you with a safe house where you can save your game and change into any of the clothes you've bought.

Pretty much every major casino in Vegas is parodied in some form in Las Venturas, whether it's Caligula's Palace (Caesars) or Pirates in Men's Pants (Treasure Island).

At the dojo in San Fierro, you'll learn new moves from a martial arts master.

Swimming is an important skill to learn and something you'll need if you want to progress through the San Fierro missions.

You can kill hours and hours just cruising the casinos in Las Venturas and gambling away all of your cash.

Trains move through the whole state, and you can hijack them to unlock a train-driving minigame.

You'll perform a number of different jobs in Red County, most of which will not quite go according to plan. Hitting a gas station somehow results in you stealing a tanker truck.

Your first burglary will be in Los Santos, with you stealing weapons from a dealer's home while he sleeps. Putting on the mask allows you to sneak around, and a gauge indicates how loud you are.

You'll drive all kinds of different vehicles out in Flint County.

There are some spectacular set-piece missions, especially as you head toward the end of your time in Los Santos.

The off-road gameplay is easily as satisfying as any game that's totally devoted to the subject.

Take over territory in Los Santos by declaring war on a gang's territory and wiping out as many gang members as you can find.

The Truth is a keen farmer, but when the feds get interested in what he's growing, he asks you to help him torch it.

To ingratiate yourself with the Mexican gangs, you'll need to beat them in the lowrider races, as well as kit out your car with hydraulics and bounce your way into their hearts (and wallets).

san andreas

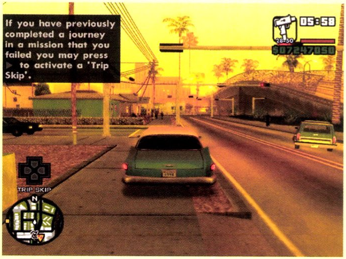
PLAY BACK

Radio Los Santos

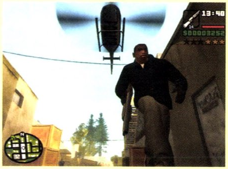
RADIO X

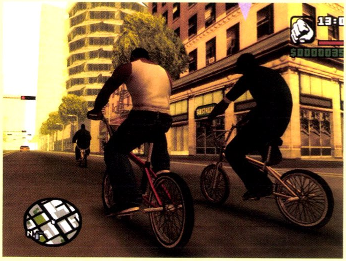
SF UR

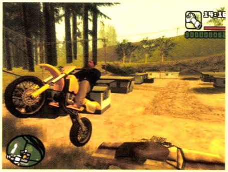
talk radio WCTR



If you have previously completed a journey in a mission that you failed you may press ▶ to activate a 'Trip Skip'.

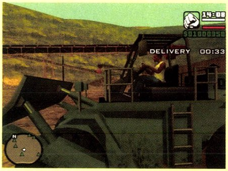






06:56
$00057279
HELI HEALTH

02:30
$00006999
SWEET



from a show that purported to be about nothing.

Keep Your Pants On
1990s fashion didn't just rehash the '70s—thanks to trendsetting rappers, sales of designer boxers soared, and the public was treated to the sight of teenage boys gingerly limping around in an attempt to keep their pants belted tightly just below their butts.

Chicks With Sticks
It wasn't a good time to piss off a woman, as Tonya Harding, Amy Fisher, and Lorena Bobbitt demonstrated. Nancy Kerrigan might have ended up losing the gold medal, but at least she didn't wind up paralyzed or castrated (sorry, Mary Jo and John).

The Juice Is on the Loose
White Broncos acquired a sinister tone after the summer of 1994, when the nation watched the LAPD chase OJ Simpson following the murder of his wife Nicole. Lucky for him the glove didn't fit....

Déjà Vu All Over Again
In 1991, Bush was president, the economy was in bad shape, and we had just finished fighting a war in the Persian Gulf. At least 2004 has yet to be witness to a Color Me Badd resurrection....

Hit Me, Baby
Hard to believe: At the beginning of 1998, the nation had not yet been subjected to a single song from Britney Spears, J-Lo, or NSync. Sadly, by the time 2000 dawned, our innocence had been lost.

Baseball and Apple Pie
In the summer of 1998, baseball regained its crown as the king of sports (which it lost during the MLB strike of 1994) as Mark McGwire and Sammy Sosa took turns swinging for magical 62.

around the city that provide you with easily accessible safe houses, as well as new business opportunities. Your legitimacy is compounded as you start to feel like you're taking a side in a much broader story.

From the beginning of the game, you're surrounded by "bad guys." At first, they're clearly the opposing gang members and the vindictive cop Tenpenny, voiced superbly by Samuel Jackson, but as you work through the San Fierro missions, the game's not so much about CJ taking on the whole world, and you start to develop more of a sense of purpose. Gameplay styles continue to develop, and you get to play around in some cooler, faster cars and some awesome bikes. You also spend a lot more time around trains and planes (you can even jack a train, which leads to a train-driving minigame that will no doubt be very popular when *San Andreas* is inevitably released in Japan). It also becomes necessary to train CJ in the water, and you'll spend a fair amount of time swimming, as well as tooling around on boats. It was also in San Fierro that I stumbled upon my first two-player rampage. Yes, you read that right. Rampages come in two forms, in vehicles or on foot. On-foot rampages allow both players to run on the same screen at the same time (it's not splitscreen), with separate health, armor, and weapons. Vehicle rampages drop players into a vehicle, one person driving and the other shooting, with the objective of destroying a set number of targets in a limited time. It's simple and effective, and it's an especially nice reward if you're playing the game with an audience.

> **I STUMBLED UPON MY FIRST TWO-PLAYER RAMPAGE.**

The core San Fierro missions are all a lot of fun, and the eight hours I

FLYING
Helicopters, planes, and RC planes are all part of the action this time, and flying allows you to travel great distances in a short space of time. For really quick travel, you can also buy a ticket for a relatively small price and take a commercial flight.

GAMBLING
In the casinos of Las Venturas, you can play video poker (some of them are $1,000 a hand), craps, blackjack, roulette, or wheel of fortune, or try your hand at the slots. Remember, what happens in Las Venturas stays in Las Venturas.

HITMAN
There are three basic rating levels with weapons: poor, gangster, and hitman. The more you use a weapon, the better you get with it, and at the top level, you can move around and shoot with pinpoint accuracy by simply locking on with R1.

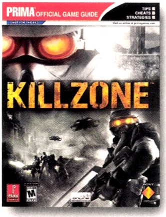
IMPORT/EXPORT
Remember the car-smuggling business in *Grand Theft Auto 2* on PS1? No? Go back and pick up a copy from the used bin in EB Games—you'll probably find it for $5. You can relive the smuggling experience by purchasing a car dealership in San Fierro.

JACKSON
As in Samuel (*Pulp Fiction*, the *Star Wars* prequels, and a zillion other movies), who voices sinister cop-gone-bad Officer Tenpenny, one of the key bad guys in the game. He's not a nice guy, and he spends most of the game messing with you.

KLEPTOMANIA
You'll be stealing all kinds of stuff throughout the game, but new to the series is the burglary scenario. The first time you break into a house, you learn the new stealth moves in the game, which are useful in a wide variety of different missions.

LEARNING
There are four different schools in San Andreas: driving, boating, motorcycling, and flying. Working through them has multiple benefits. First, you get used to the controls. Second, you get to try cool vehicles. Third, you get benefits, like a pilot's license.

Get the guide.

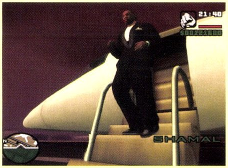


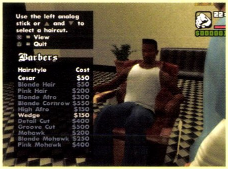
- Complete walkthrough for all 11 levels
- Detailed multiplayer maps with all weapon and item locations
- Comprehensive weapons chart with statistics on all 27 weapons
- Tactics to increase your combat, hit percentage and strafing abilities
- In-depth analysis on all four playable characters

Check out www.primagames.com for our new Eguides

PRIMA® GAMES

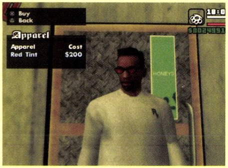
Killzone is a trademark of Sony Computer Entertainment Europe ©2004 Sony Computer Entertainment Europe. Developed by Guerrilla. All rights reserved. Players are responsible for all applicable internet fees. Online play requires internet connection, Network Adaptor (for PlayStation 2) and Memory Card (8MB) (for PlayStation 2) (each sold separately). Licensed for play on PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The Sony Computer Entertainment logo is a registered trademark of Sony Corporation. Online icon is a trademark of Sony Computer Entertainment America Inc. The ratings icon is a trademark of the Entertainment Software Association. Manufactured and printed in the U.S.A. This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. to provide security and to help protect copyrighted content. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.




Use the left analog stick or ▲ and ▼ to select a haircut.
✕ = View
△ = Quit

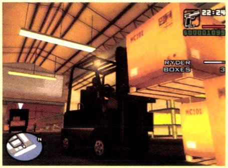
Barbers

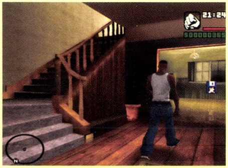
Hairstyle	Cost
Cesar	$50
Blonde Hair	$50
Pink Hair	$200
Blonde Afro	$300
Blonde Cornrow	$550
High Afro	$150
Wedge	$150
Detail Cut	$400
Groove Cut	$500
Mohawk	$200
Blonde Mohawk	$250
Pink Mohawk	$400

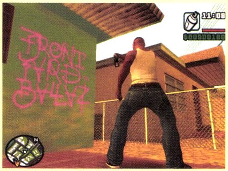

✕ Buy
△ Back

Apparel

Apparel	Cost
Red Tint	$200







Bad Things Come in Threes
Within the span of two months in 1997, Gianni Versace was murdered by a deranged serial killer, Mother Teresa died from cardiac arrest, and Princess Di was killed in a car accident while fleeing from aggressive members of the paparazzi.

Extremely Animated
It was a good time to be a cartoon character: *Ren & Stimpy*, *Beavis and Butthead*, *South Park*, and *King of the Hill* all made their debut in this decade.

School Daze
A series of school shootings over several years was capped by the biggest tragedy of them all in the spring of 1999, as two boys executed brutal plans and claimed 15 victims at Columbine High School in suburban Denver.

Real World
The granddaddy of reality television, MTV's *The Real World* hit the Big Apple back in 1992. Just think, without Puck, we never would have had Omarosa or Paris Hilton as pseudocelebrities.

The Truth Is Out There
Sci-fi fans had new targets of adoration when Chris Carter's new series *The X-Files* premiered on Fox in 1993. Unfortunately, George Lucas would let these same geeks down in 1999 with the release of *Star Wars Episode I: The Phantom Menace*.

Electronic Playground
After unveiling its console to the world in 1994, Sony kicked off its first decade of videogame dominance with the U.S. release of the original PlayStation on September 9, 1995.

spent in that city seemed to fly by much faster than those spent in Los Santos. When you reach the Badlands, you're again faced with a change in vibe...now you're out in the desert: It's very dusty and dirty, there's a lot of off-roading, and eventually a lot of flying, which I found particularly difficult. I think this has to do with the sudden change in gameplay style. After you've been cruising around in off-road vehicles and running around shooting at stuff, the controls of a WWII fighter plane or an attack chopper seem spectacularly sensitive, and you'll find yourself lurching around all over the place and failing miserably to meet any of the flying objectives until you become more subtle with the analog sticks.

Progress through the desert is extremely focused and driven exclusively by tasks set for you by Mike Toreno, played with typical ferociousness by James Woods. Some of the big gameplay surprises start to emerge out in the desert, and by the 25-hour point, when you leave these dusty environs to meet up with Woozie, who has now moved to Las Venturas, you're really starting to wonder what else the game could possibly dish up. Surely, by this point, anything it's going to do, it's already done, right? Wrong.

When you arrive in Las Venturas, the first thing you do is walk into a casino, where you're faced with a variety of different minigames, from roulette to slot machines. If you're prone to video poker addiction, you'll lose a lot of money very quickly at this point in the game, but it's a nice break before the story suddenly turns into *Ocean's Eleven*.

GAMEPLAY SURPRISES START TO EMERGE OUT IN THE DESERT.

I really love the way the game develops through Las Venturas. Your sense

MODS
Find a mod shop and you can trick out your ride with new bumpers, rims, exhausts, skirts, a cool paint job, and even a nitrous system. It's like playing *Midnight Club*! Just remember to save your car in your garage when you're done so you don't lose it.

NOOKIE
Hooking up with the ladies is an important part of the game, and your sexiness will dictate how successful you are. The dates themselves are often very amusing, with romantically lit scenes of you wooing the ladies while cheesy music plays.

ORANGE GROVE FAMILIES
Once one of the most powerful gangs in Los Santos, the Orange Grove Families is the gang CJ rolls with. Its typical dress code is green. Based primarily in Ganton, the gang's influence has slowly eroded over the years as a result of increasing violence.

PHOTOGRAPHY
Grab a camera in the game and you can snap pictures and save them to your memory card. Some missions require you to snap shots as the objective (like the heist in Las Venturas). Alternatively, hand the camera to your homies and they'll snap pictures of you.

QUALITY
You'll be shocked by how much better things look in *San Andreas* than they do in *Vice City*. Gorgeous lighting effects, lots of ambient animations (like swaying grass, birds), and neat effects like motion blur all contribute to a high-quality look.

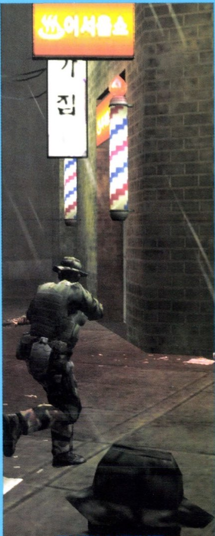
RESPECT
A vital part of *San Andreas*, your respect level is affected by your money, haircut, clothes, physique, and personal history. Who you've robbed, killed, or teamed up with affects the way others in the world see you, and they'll react very differently.

STATS
Like any good RPG, *San Andreas* tracks *everything*—from the distance you've walked or ridden on a bicycle to the number of crimes you've committed or people you've shot. The more CJ does something, like run or swim, the better he becomes at it.

OFFICIAL U.S.
PlayStation
MAGAZINE

PLAY IT!

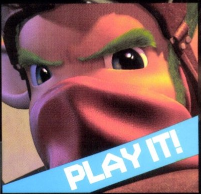
»KILLZONE



EXCLUSIVE

SOCOM II

BRAND NEW LEVEL!
AFTER HOURS



PLAY IT!

JAK 3

VIDEO

RATCHET 3

PLUS! THE INCREDIBLES • KING ARTHUR • UNDER THE SKIN • FAIRLY ODDPARENTS • SUIKODEN IV & MORE!

DVD 87 PRESENTED BY
OFFICIAL U.S. PLAYSTATION MAGAZINE
AND PLAYSTATION UNDERGROUND

OFFICIAL U.S.
PlayStation
MAGAZINE

PRODUCTS RANGE FROM
RATING PENDING TO MATURE
RP-M
CONTENT RATED BY
ESRB

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!